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We couldn't decide on a ZZAP! ZOO topic for this mounti. So after a bit of head stratching ion suggested 'things that drive us up the wall'. The ZZAP! crow are an amissic bunch (most of the time), but like everyone else they occusionally have to let off steam. What grinds their gears? Is it Steve listening to Radio 2? Phil's monosyllabic answers to complex questions? Ion's taste in shorts? Or Corky's taste in wamen? Read on and find out...

STEVE SHIELDS -Fully Ferment(ed)

Xenophobes and Zors.

What do I hate? Being a cynical old git it'd be quicker to list the things I love. Both of them! Oh well, alphabetically then. Apricot coloured trouser suits. Beer of less than 5% volume, Conservative MPs. Dole offices, Eastenders, Fishnet tights, Grey men in grey suits, Haddock, Islam, Judges. Kaltans, Ladas, Mary Whitehouse, New Romantics (Oy Shields) I'm one of them! — Art Edl), Opinionated students, Police officers with a grudge against the young, Quakers, Royalists/Racists, Snelling Mark Kendrick's anal tornados (Thank Y'all — Art Ed again!), Tourists University lecturers who wear sandals, Venison WASPS (as in White Anglo Saxon Profestants).

PHIL KING - Fully Stuff(ed) I don't hate much at al - life's too

short to waste criticising everything. But what really gets of my nerves is when a person males up fantastic stories to tryand impress their friends and colleagues. It really ispathetic. I mean. I don't care if tiese people want to live in their own little fantasyworlds, but it insults my intelligence that they link they can fool me with their outrageous yarn. This sort of sad individual usually accompanies is les with a herce childism of everyone around his pointing out their tinies! shortcomings and mitakes. And why? Because he knows he's a complet jerk himself, and can't stand anyone else being mre successful. That's why he makes up those slily fories. Very sad indeed, (To whom might you be reming Phil? — Ed).

MARK CASWELL -Fully Fitt(ed)

Hmm, if I listed all the things that pee me off on a sheet of paper, I'd finish it a condensed version would look something like this. I

can't stand rave music, bigots, 70s disco music. Tony Blackburn, racists, arrogant people, Rod, Jane and Freddy from Rainbow, queues in the local post office that move at a snail's pace but speed up when you move to the next and poll-tax inspectors. I also strongly dislike train spotters, Bob

Monkhouse, rude people, swines who play their Walkmen too loudly, mould, bananas, people who fart in public and blame it on their friends, musical watches that play The Yellow Rose Of Texas' and spaghetti. Nuff said?

IAN OSBORNE -Fully Accopiled), NOT

Couldn't agree more Phil bullshine merchants are a right pain in the youknow-what! We all build castles in the air from time to time, and I don't even care if some sad git wants to live in one, but when he invites you round to dinner. Waffling windbags should be shot!

The only thing worse than bullshine merchants are those nauseating shop assistants who follow you round like a shadow, making tiny adjustments to anything you touched just to let you know they're there. These patronising pillocks don't deserve your custom - take it, and your dosh elsewhere.

MARK KENDRICK -**Fully Furnish(ed)**

Things that I hate in life would make a pretty massive list and really boring to read respecially if like this sad lot, I get all serious about it!) so the main ones are:

Human nature, society, alcohol and cigarettes, eating 4 four eggs in a happy eater and then exploding for three days, getting hassled in the street for autographs, asking for salary increases, the 70s, the 90s, air fares, cheese (AGGGHI I hate that stuff!), man-made monsters (work it out!), and the Southern Bell phone company (But not AT&T!) So there! Not much but if all adds up!







is Britain best C64 mag – creatl by: Europress ImpacCase Mill, Temeside, Ludlowihropshire, SYB 1JW Tel: 03 875851 Fax: 0584 8 044



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1907 Earnances

ostine day be out of without the

Transfer COMAII

s I psyche myself up for the manic mayhem of yet another computer trade show (the Autumn ECTS in (slington), I can't help wondering what it'll have in store for the

Not one of the distributors during the Spring sojourn exhibited any C64 games on their stands whatsoever. Okay, so a few of the budget companies - like Zeppelin - had a handful of cassette sleeves on display, but as far as demonstrating new software went, well, if it wasn't 16-bit-based it had no

The story from the PR end was a little more encouraging - when you could drag them away from the consoles for long anough to exchange a few words. Few of the software distributors stated outright that they were not considering publishing any more C64 stuff, and many were eager to impress upon me the fact that they were still very much behind the machine and would continue to support it as long as there is sufficient demand.

Our sales figures alone prove that the demand is still there all right, but to my mind it's very much a chicken-and-ago type thing: A few of the bigger development houses (like Ocean) drop out of the race by not producing any more 8-bit games, and the retailors start. to panic. So the shop owners order lewer C64 games, devote significantly less shall apace to the stuff that they do stock, and software sales begin to reliect the changes. The result? An inaccurate picture of the market which is had for us, for you AND for them.

Oh well, I'll toddle along to spread the gospel according to ZZAPI 64 at the show, and hopefully with omas approaching I'll have more promising news on my return (the lure of seasonal mega-bucks can work wonderst). Chack out next issue's Stuff column for a mini show report.

Happy Zaappin'



Steve Shields (Editor)



12 INOBBY THE AARIDVARK

The only crereature with worse eating habits than



Codies' oily offering - but is it as good as our Nige?



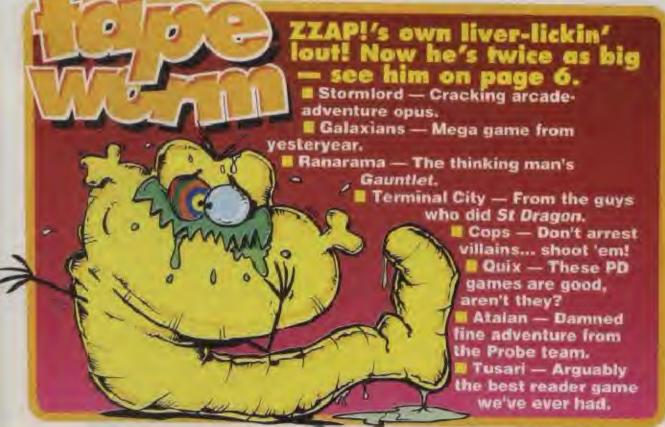
46 BANGERS AND

We wanted to review this game, but Phil got the wrong idea and ate it!

8 COUNT

Go quackers over Alternative's ornithoid offering.





50 SCORILORD

64 BASH YER BRAINS

46 NEXT MONTH

Phils an expert on vertical motoring - he drives us all up the wall

PD FILE GOES

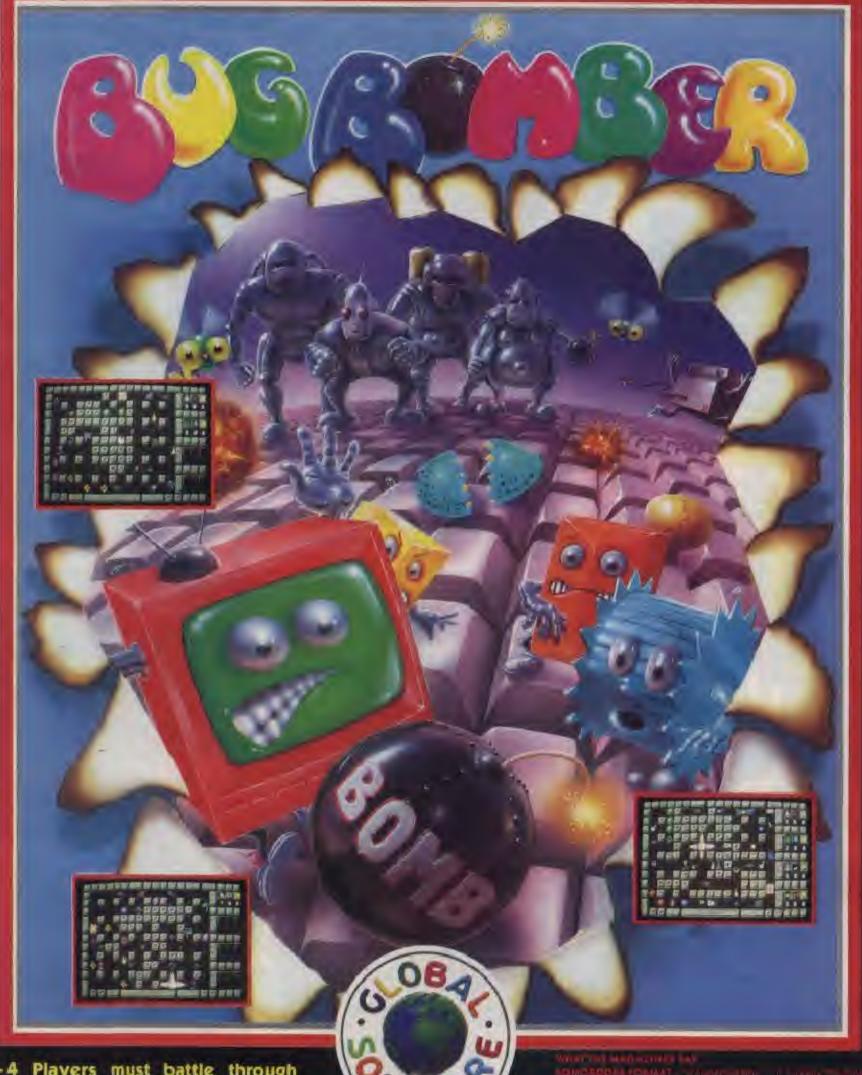
We finally get rid of that brainlass juvenile PD, and replace him with Dutch programming ace Remi Ebus.

36 CLUBS ROUNDUP

If you like a lot of chums with computers, join



Badlands	56
Bangers And Mash	46
Count Buckula II	48
Jack Nicklous'	-
Greatest 18 Holes Of	
Major Championship	
Golf	55
Jahangir Khan World	-
Championship Squash	52
Nobby The Aardvark	12
Slicks	44
Strider 2	59
STUN Runner	53
World Championship	
Boxing Manager	87



1-4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army - Yeah!

ACMORPHI (COMAT CAMPACTER)

A COMPACT COMAT CAMPACTER CA

HEAD IN THE STATE OF THE STATE





we've ever seen.

21st Contury

he evil Queen has imprisoned the fairy folk, and is wreaking destruction all over Stomford's world. Only you can stop her - free the fairies and she'll be vanquished! Fail, and the evil Queen will reign

On each level a small number of fairies must be released before ume runs out. Scattered about me landscape are various objects that must be used to tree fairins and help you through certain treas. To pick up an object or to swap it with one already held, simply malk over

You'll encounter Venus syraps, huge worms,

the transfer of the second straight of the world powerful springboards can be used to use the cover and powerful springboards can be used to cover large distances in the second. To use a springboard simply sepond the middle of it and the world powerful springboards can be used to cover large distances in the second. To use a springboard simply sepond the middle of it and you will be unrealise to use the cover and well the unrealise that are the cover and the middle of it and you will be unrealise that are the cover and you will be propalled through the en-

When all the large on a term have been released. Stormland will the parting mining have in a rate life. The cojective of Wild sub-game is in capture as many failing tears as possible within the illocal sorome. An extra vie is a varied of when Innire than 10 tears are collected, instead of



adventure romp with some of the spifflest graphics

ever seen on the C64; Ranarama, the thinking man's Gauntlet; and some of the grooviest PD games ever!

Look out for Tusari too — it's the best reader's game

throwing thursderbolis and sworts as normal, Stormtord rick blows a limited number of kisses represented by red heads, at the trying talles, it a nean should touch a fairy shall fall in love, drop a tear for Stormtord to collect, and then fly away. But be quick as for rears dissolve into the ground build such affect.

Sandred Weige Keys can be reddined to sull personal taste (or ure loyatich insteau)

Left

Jume — the longer it's hold down the higher for jump

A Crosett

1PACE Fire — the longer trained down, tro
Anthor the botts at: When held down by the

Public Domain

hadayamean you want instructions? You got the game - isn't that enough? Humph! A great conversion of a classic game, we raved about it in the PD File last ish and this month we've got it on the Megatape especially for your Plug your joystick into Port One and follow the on-screen prompts. It s as simple as that (arto you can't get much simpler than Galaxians').

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lar-	78	59 m
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	PER BRINE JOVETTER	BOMUS SHIP AT LUBB OF LEVS
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maximum amount or lime, a more powerful for these for maximum and lime these for

To pause the game or frame november it, press CAPS SHIFT & SYMBOL SHIFT

To about the germs press Y, B, I, D and P shrull arrequely.

(Author break) being the panel sequence are as

Elapsiad time Varieties (Vertical by a sun that care) yes for a moon

Elementry half repect (when blank, nowang

[37,00]] - larins stillar kund. 2nd right - frist amount of laries, a se word on the chareot level.

RANARAMA

21st Century

ervyn, the sorcerer's apprentice, is trapped in an evil dungeon after escaping from an invasion of warlocks. Life wouldn't be so bad it he hadn't inadvertently changed himself into a frog whilst concocting a potion to improve his looks (so that's what happend to Corkyl).

You must help Mervyn seek out the evil warlock and destroy his misshapen hordes. Blast their looming weapon generators and defeat the warlocks themselves in ritual magic combat ... and if you have enough strength after all that, who knows? You might succeed in turning him back into a human, but only if you get the right potion!

Each Warlock is guarded by groups of evil creatures - you earn extra points for destroying these but they do not affect the course of the game. Some rooms contain tomb-like weapon generators which create victous weapons such as spinning knives. Destruction of the weapons scores nothing, but you can shoot the generators for extra points.

Some rooms also have mysterious symbols embedded in the floor. These are called Floor Glyphs and there are four different types - one weaves magic spells, another is fired at to destroy some or all enemies in a room. The other two reveal a plan of the current dungeon level or transport you to a new one.

When you defeat a warlock you should strive to capture the magic runes which he releases. You use these to conjure spells to make yourself stronger in attack and less vulnerable in defence After clearing the top level you'll be strong enough to proceed downwards to tackle the more aggressive warlocks and guardian creatures.

Playing The Come Each room lights up as you enter it, and the aerial viewpoint shows the magic Floor Glyphs which can be used to your advantage. To use a Floor Glyph you must stand on it before pressing fire. They're explained in more detail below.

On locating a warlock, leap on the top of him and lock him ir rilual combat. The letters of the

word RANARAMA will be scrambled before your eyes - you must put them back in order before the time runs out. Press left or right to select a pair of highlighted letters and press Fire to reverse the order of the pair.

Having defeated a warlock his runes are scattered to the four corners of the room. Collect as many as you can before they fade away, and use them to increase power and resilience.

Floor Glyphs

To activate a Floor Glyph, step on it and press

Glyph Of Seeing

All rooms and doors (including invisible doors) explored so far are shown on a map together with your position. If you obtain the SEE Effects spell, the position of warlocks is shown in red.

Up

Down

Leff

Fire

Right

Joystick Controls

To fire an Offence spell

To cast an Effect spell

To pause the game

Press again to unset During ritual combat

To set auto-fire

To activate a Floor Glyph

Glyph Of Power

A magic bolt varying in intensity is released, killing some or all opponents. This Glyph disappears after use

Glyph Of Travel A side view of the dungeon appears, You can use Up or Down to travel to another level, or press Fire to leave the Glyph. Be careful, you may not be able to return the way you came. Do not be tempted to explore the lower levels without sufficient runes and

Glyph Of Sorcery This Glyph builds power and resilience. At least five screens of information may be **Equivalent** A.S.D.F.G

X.C.V BN

HJKL Press Fire with a direction selected Press Fire with no direction selected Stand on the Glyph and press Fire with no direction

selected Press P key, Press Fire to restart (inoperative during ritual combat) Press W key

Press Left or Right to select a pair of letters and press Fire to rearrange the pair

accessed, using UP and DOWN to scroll through the screens. The first scene shows the currently active levels of the four types of spells available and the runes which you may have collected to date. Subsequent screens give more details on each currently active spell and on spells that may be car using the runes collected. For more information see the next section.

All About Spelis

Spell Types And Level

There are four types of spell: Power, Offence, Defence and Effect. You start the game with weak spells but as you collect runes you can cast stronger versions. You need more and more spells to build up your psychic powers so that you can safely tackle the stronger creatures on lower

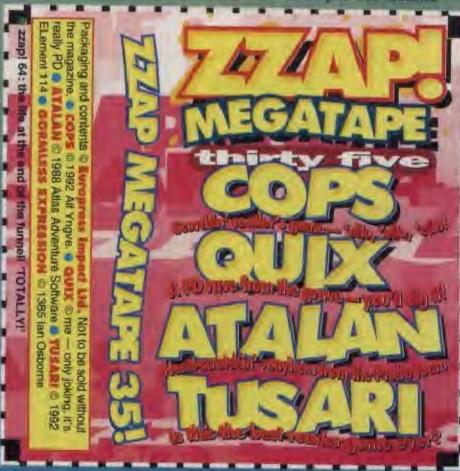
Be careful to maintain a balance between

different types of spell. A strong Offence spell will enable you to destroy more aggressive creatures more quickly, but it will also drain a weak Power spell rapidly so you die.

You start the game with Psychic, the second weakest Power spell, with a Mortal Power spell (the weakest Power spell) in reserve. If you do not succeed in beosting your power level by capturing energy crystals or casting a stronger Power spell, you'll eventually tade and die, dropping from Psychic to Mortal power level, If you fail a second time you lose the game and must start again.

You also have the weakest Offence spell (Zap) (nohing like ZZAPI then! — Ed) so you'll have to fire and strike the stronger creatures or weapon generators several times before they're destroyed. Your Detence





spell (Protect) is alalso weak so you're also poorly shielded. Your initialal Effects spell is called FIND, and it enables you to loocate invisible doors. If you suspect there is a cdoor hidden in your current room centre the joystick and press Fire. The FIND spell will then reveal anyy hidden doors.

Casting News Spells

Find a Glyph Of Scorcery, step on it and press Fire. The first screen shows currently active levels of four types of spell. You can get more details on each spell by scrolling upp or down to new screens.

If you progress well by defeating warlocks and collecting runes, new spells become available. These are shown con new screens, and an audible tone informs you that you can cast the new spell in exchange for one or more of your runes. Press Fire to cast the new speal.

Energy Crysfials

As you explore you'll stumble across crystals floating in their rooms. When they sense your life force they close in on you and boost your power level.

The Evil Guardian Hordes

Dwarf Warrior, 1st Level Fighter

Recruited from the Kun, a tribe of dwarfs long complete by the nether forces. Not very intelligent, they lust for gold, drink and a food fight (fatty Phil would be right at home).

Scars 100 points

Fire Gollum, 2nd Level Fighter

A pale shadow of a true fire elemental, these unfortunate creatures are the creation of the wise in their attempt to overthrow the Netherlands at the end of the great Dark Age. Hatelul of their creators, the few that survive seve the Netherlands who cherish their abilities of constant light and warmth in the depths.

Score 200 poins.

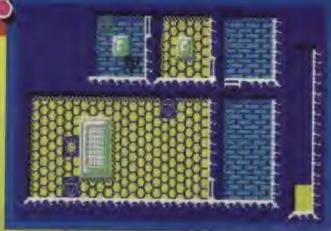
Bisect, 3rd Leve Fighter

A hideous creation of the Netherlords, spawned in the depths by fusing the life pattern of insects and man. Protected by their exceletions, they are formidable warnos.

Score 300 poins

Guardian, 4th Level Fighter

Not a living creature, but an amoured shell



animated by the dark arts of the Netherlands. Protected by magic, they can resist the magical attacks of lesser creatures

Score 400 points

Death Serpent, 5th Level Fighter

Spawned from the heads of dead warriors, these snake like creatures are fast and deadly.

Score 500 points

Ghoul, 6th Level Fighter

Almost invisible, these undead creatures drain the energy of living things at a shuddlering rate Score 600 points

Arachnae, 7th Level Fighter

An ancient race of man eating spiders, these creatures are found in the desper Levels. Frogs. are a particular delicacy of theirs!

Score 700 points

Gargoyle, 8th Level Fighter

A magical creature created by dark forces, these are the epitome of evil. Most deadly of the creatures lurking in the depths, they are fast and

Score 800 points

Wordecks

Wizard, Levels 1-4

These cowardly leaders of the unclosed will only volunteer for ritual combal if you're of a leasen status than themselves, it they run from you they're weak. Equipped with vanous missile and attack spells and resistant to missile attack warlocks are best deteated by nitral combat Score 500 to 4000 points

Necromancer, Levels 5-8

Powerful in attack, defence and manical combot, these towering Netherlands possess powerful

runes which are your key to ultimate success. Do not tackle them without a high Defence spe and power level of 4 or better.

Score 4500 to 8000 points

Magical Weapons

Weapons are mostly impervious to your attack and their destruction wins you no points. You may, however, prevent their creation and earn 500 points by destroying their tomb-like generators

Munching Mouth

To avoid its rapid strikes you must run from the room or hide

Spinning Knives

Slow as individuals, they attack in large numbers if you don't destroy their generators.

Four glistening steel balls rotating round a pulsing ball of energy, an orbiter is slow enough to shoot Energy Ball

A spinning ball of pure energy teared for its bodyline tactics.

Hints And Tips

- 1. The aim of the game is to start on the lop levi of the dungson and to defeat each wartock. encountered
- Don't get sidetracked. The warlocks are the key to the game. Seak them out, destroy those around them, then jump on them.
- Keep moving from room to room. As long as you're making new ground you'll find energy crystals and warlocks. Use the maps to plan your prograss
- Go down to other levels before you've plemy of nines and higher spells and you'll be dead within seconds.
- Fill you lose your Power spell, the first priority is no get to a Glyph Of Sorbery and acquire a new
- Use runes sparingly. Only increase the power or ahields when you've ruries to spare.

 Use Glyphs Of Power to attack all the
- craatures in a room at one go.
- When the time comes to change levels, if the Blyph Of Travel takes you too deep return and to





Epic arcade-adventure

GALAXIANS A right blisterin' blast from the dawn

of

time

RMLORD



RANARAMA

The thinking man's Gauntlet - great stuff!

TERMINAL

Hard 'n' fast — a real humdingerl



DODG DUPLICATION?

If your Magatapain Lup to scratch, serio in Halesfield 14, Tem, Shropahira TFT 4QD

Don't send if Ek to us - no really, DON'T SEND IT BACK TO US, and for the third time of askir, DON'T SEND IT BACK TO US!!!!! We don't keep spare Megatapes here ZZAPI Towers, so all we'll do is send them on to Ablex anyway!

LOADING INSTRUCTIONS

84 martial Lost your manual? No problem-

DODGY DUPLICATION?

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Don't send if back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking. DOM'T SEND IT BACK TO US! HIT We don't keep spare Megatapers here at ZZAP! Towers, so all we'll do is send them on to Ablex anyway!

Publice Demain

fromm the grave, COUNTS a pixel-pearled conversaion of the classic / Qix coinop, and I despite



appearances it plays really well.

Playeed on a static screen, your 'sprite' (the tiny dot!) patrols the outer perimeters of the playing area, avoiding two enemy blobs at all costs. The big baddle, an interresting mathematical effect created using straight lines, dominates the screen. By hitting the fire button you can make brave excursions into the playing area, leaving a trail in your wake, boxing off sections of enemy territory and making it your own - capture 75% of the screen to complete the level. If your trail is nil before you make it back to friendlier climes, you die. Hesitate too long, or turn back on yourself, and another blobble thing follows your trail - if it catches you, you're sunk!

It's a simple concept, but that's what makes it so dictive. If you don't believe me, load it up and give it ast — just make sure you've nothing important the nest of the day!

RMINAL



O, DON'T DO IT. DON'T SWITCH OFF! Your computer has NOT crashed, it's just a really great intro sequence — skip it by hitting F1, but make sure you watch it at least once!

Ahami Now we've got mat little thing sorted, let's

get on with the game; a great PD offening from acs programer. Ashley Routledge and Dave Saunders. An eightway-scrolling shoot-em-up and switch-

em-off outing. Terminal City has you racing round the maze-like playing area from hut to hut, checking our computer terminals. Your task is to shut 'em. down using the disks bought from the huts - each disk shuts fown one specific computer, so you've a lot of work in your hands

Still sourds easy? Well it would be if it weren't for the wander'g monsters! Armed with a mega-blaster gun, each lien killed gives one credit. You need ten to buy a dis. so to succeed you'll need a trigger

Inger that juts Diny Harry's to shame!
Pressinghe space bar activates your personal letpack — ou can now whizz round the maze at iwice the nimal pace' Because it comes with a builtin toroshekyou won't have to warry about the aliens
— just run im down. This doesn't give you any
credits and/ou'll need to switch it off before entering s hull but it a great way to get from A to B at speed.

10mk 74

lement I A is proud to present "Tusan", the ratest in intentive multi-screen arcade-adventure parties. On 130 fully entmaked familiary screens, packed wile whole range of disgusting the forms, oil determined descrip the beautiful goodess Tusan.

The beauti goodes: Turnel has been captured by the Akayoris — on anti-breed of mulaton ogres and imprised in a stimula dungson in the depins to their uninground domain. Your master is to tree.
Tuesan, de hier of the godiness of passion, and
save her in the levi mentions of the Aksygain.

John Rodrigues

ou are a poor sailor. one of the crew of a large vessel currently sailing in the Pacific Ocean, After months at sea you spot an uncharted island in the distance. As the vessel begins to make towards it the pompous Captain proclaims that he intends to land, name the island Atalan and claim it for

But alas it's not to be. Suddenly, without any warning a violent storm sweeps over the vessel and before there is time to react the ship is battered into driftwood.

Luckily for you, you were standing beside the mast as the ship broke up and had the presence of mind to lash yourself to it (aohl - Miss W). The mast breaks away and plunges into the ocean taking you with it. You cannot swim and as you are lossed about by the mountainous waves you can only cling on helplessly until, through fear and latigue. you lapse into unconsciousness

You wake to find yourself lying on a sandy beach in the warm sunshine, washed ashore on a small island thousands of miles away from civilisation. The starm's passed but there's no sign of the ship

or your crew mates.

Little do you realise as you awake that fabulous treasures are to be found on this Island, Bul to discover

them all before rescue comes. means tackling many problems, obstacles and dangerous situations. One of the first problems to overcome is how to get off the beach in the first place, as it seems to be completely surrounded by towering, sheer-taced cliffs...

Special Notes

This adventure features a useful help command to aid you with some of the more difficult problems. There's also the command VOCABULARY which lists the more useful verbs on screen.

This adventure was produced with the aid of The Graphic Adventure Creator by Incentive Software.

Playing Tips

It is rare to find items just lying around in an adventure. Most are hidden and must be found. The golden rule is to examine everything you think might be useful or provide a clue. Carefully read the location descriptions and messages as they sometimes conceal useful clues. Some objects are containers and must be opened and in many adventures it is always wise to LOOK IN, LOOK UNDER, LOOK BEHIND (object) etc. This sometimes reveals something. you aidn't expect to find it's always worth remembering that if you SEARCH a location you might reveal some more useful

information other than just the location description.

All eight directions of the compass are recognised, as are UP and DOWN. They can be abbreviated to save time, ie N for North, NW for Northwest,

Most adventures will recognise quite complex sentences as well as the usual verb/noun input. GAC games accept multiple commands which should be separated by AND, THEN, a comma or a full stop. The word IT is also recognised as the last noun input and is useful in the manipulation of objects during play

It's useful to make a map of the adventure as you go along If you mark down where you find objects it'll help you reach them easily. Doors are usually locked and keys must be found or other methods of gaining entry. It's also very useful to try and communicate with other characters in the adventure as they may have some useful information to aid you in your quest.

Never be afraid to try anything and if in doubt always remember to save your position first then, if you do make a mistake (lose a valuable object or even get yourself killed off). you can always get back the position you saved from.

If you really get stuck then please don't hesilate to ask for halp, hints or even a full solution by sending a SAE to Atlas Adventure Software, 67 Lloyd Street, Llandudno Gwynedd, LL30 2YP and they II. be happy to oblige HAPPY ADVENTURING!

This is a one-player-only game using loyslick in Port

Fur/Slop - Pause

Fire (while paused) — Unpause

Diagonal Up & Left - Jump left Diagonal Up & Right-Jump right

- Flun left

- Run nghi **Flestri**

- Fire current Weapon

Fire & Up — Stab up with sword
Fire & Down — Stab down with sword Fire & Down

Keep an eye on your energy and number of daggers (right of the score panel) because when these yet low

Watch out for power-ups respecially an litter levere) as tress allow you to the three dangers at once and



also ler you thy with wings Aggir all cya out for chasts as well nor an -Phill, as these

give more daggers, of which you have a limited

When you die on a level all is not lost. To practise a level after you die, push LEFT to PRACTISE or

RIGHT to OLIT when you are asked. Before starting a level, a 'GET READY' screen appears with information on that level. Moving the Joystick left and right will burn music on or oil (look at the musical note in the bottom right).

Tusari n 1989-1992 Element 114 Software and Shockware Software, Frogramming, priwork and FX by Marim (BALTHAAZAR) Piper. Music by Alan.

Came design by Jon Paul Elondge Playisaring by Strz. Barry Elms, Leighton Jones, John James, Bruchics ware pixelised on the Excellent OGF Advanced All Studio, Music composed on BLEMENT 114 STUDIO PLUS

Tuesart... great for mappets, et if So damned good we're offering a free ZZAP! Teshirt for the first complete salurion and map, so strarpen that pencil, piling in your jayatick and get plaining!

22APJ 64 Na.89 | October 1995



there's a new softwarfabel in lown — Admiral's the name and cheapursonwurd's the (rame and we don't mean bigst games either!

Although Admiral reletes are full-pricers, they retail at a stanking £6.99, a fair law duid chaups.

than usual. We're assummer every bit as good as their more expensive counterpers tank
At the time of writing, to tales are in the pipeline — "Allo "Allo, an eight-way scraling platformer
based on the BBC's pathic excuse for a comedy (An Tick set! — Phill) and Suburban
Commando, a licence offulk Hogan's high-budget, low storyline movie, Both games for the streets early next year -nore news as it's made!

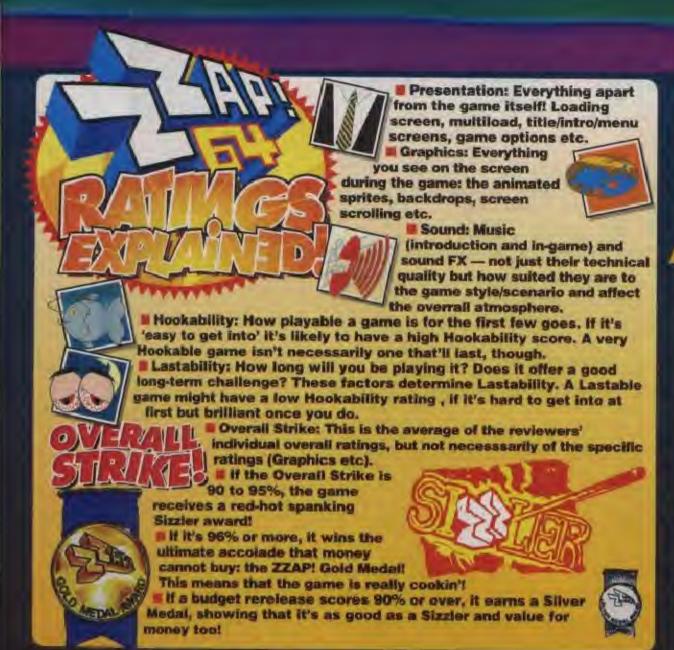
'Naff Taff' Rodrigues to Scouse adventure freak

cerebral gamer. Written BY the readers FOR the readers, even Bash subscribed - he couldn't read it of course, but he enjoyed looking at the pictures (kiss my axel - Bash). Unfortunately the recession took its toll, circulation tell, and due to circumstances beyond her control Mandy was unable to continue as editor.

Tve really enjoyed the last four years, said Mandy of her editorship, and I'm delighted that it's carrying on. Barbara will do a fantastic job,

and I'll certainly contribute material.

The new-look Adventure Probe costs a mere £2.00, and can be obtained from: 52 Burford Rd, Liverpool L16 6AO. Make cheques payable to Adventure Probe.



hillips think they're on a winning streak with the latest releases for their ground-breaking CDi (CDinteractive) computer. Frankly, we at ZZAPI doubt it very much — with the capability of full-motion video, the CDI system has terrific potential as a games media, but it's scarcely touched by the new

Caesar's World Of Gambling promises to 'bring the highlights of Las Vegas into your living play Poker, Blackjack, Roulette, Craps, etc and never lose a penny. Great in theory, but where's the satisfaction in making vast amounts of dosh you'll never spend? Backgammon, on the other hand, is ... well it's backgammon! Play against a variety of computer opponents, or pit your wits against your mate with the CPU acting as referee. Nice idea, but it hardly pushes the CDI technology to its limits.

Caesar's clocks in at £19.95, while Backgammon will set you back a wallet-busting £24.95. Aren't you glad you own a C64?



KTH

f we had a pound for every letter asking when Ocean's Battle Command will appear on cart, we'd have enough to feed Phil for a week! Apparently Ocean had a few difficulties getting it onto cartridge but at long last it's here!

Ocean's other cartridge titles include RoboCop 2 & 3, SCI (Chase HO 2), Navy SEALs, Shadow Of The Beast and Toki. All retail at a very reasonable £14.99 and feature instant loading and improved graphics. This latest addition to the range also looks likely to supply a Command parlarmancel



Well whadayaknow, it's charts time! Unlike other mags, OUR charts are informative - after each entry there's a fraction thingie that tells you when the game was reviewed and what it scored. Thus 88/99% would be a blinding game reviewed last ish.

ULL-PRICE TOP 20

- (1) James Pond 2 Codename RoboCod (Millennium) 87/87% (2) Creatures 2 Torture Trouble (Thalamus) 81/97%
- (6) Dizzy's Excellent Adventures (CodeMaslers) 80/-(3) Space Crusade (Gremlin) 84/93% (7) WWF Wrestlemania (Ocean) 79/90% (-) Mega Sports (US Gold) N/R

- The Addams Family (Ocean) 86/57% Dizzy Collection (CodeMasters) N/R Cartoon Collection (CodeMasters) 80/-
- Manchester United Europe (Krisalis) 76/77% (-) Soccer Stars (Empire) 80/-(4) European Football Champ
- (Domark) 87/45%
- The Simpsons (Ocean) 80/85%
- Board Genius (Beau Jolly) N/R The Lineker Collection (Kixx) 86/60%
- Colossus Chess (CDS) N/A Dragon Breed (Activision) 69/79% Winter Camp (Thelamus) 81/93%
- (-) Capcom Collection (US Gold) 79/-(-) Pit-Fighter (Domark) 79/56%

UDGET TO

- (2) Arnie (Zeppelin) 85/83% (1) Rainbow Islands (The Hit Squad) 81/96%
- Golden Axe (Tronix) 67/96% Dizzy Down The Rapids
- (CodeMasters) 85/82*
 - Olympiad Collection (MicroValue) 67/73% Go For Gold (Kisx) N/R
- (9) Ivan 'Iron Man' Stewart's Super Off-Road Racer (Tronix) 85/93%
- (-) Championship 3D Snooker
- (Zoppelin) 82/879
- (-) Bubble Dizzy (CodeMasters) 81/82% (4) Italia '90 (Tronix) 82/37% (5) Graeme Souness Soccer Manager 16.
- (Zeppelin) N/R
- (-) DJ Puff (CodeMasters) 86/72%
- (6) F15 Combal Pilot
- (Action 16) 53/76% (-) International 3D Tennis (GBH) 84/90% (-) New Zealand Story (The Hit
- Squad) 76/90%
- (-) Test Master (E&J) N/R
- Shoot Em Up Construction Kit (GBH) 84/925
- (-) RoboCop (The Hit Squad) 80/77%
- 19. (-) Magicland Dizzy (CodeMasters) 69/83% 20. (-) Ultimate Golf (GBH Gold) 81/79%

EADERS' CHART

- (1) MicroProse Soccer (Kixx) 85/97%
- Creatures 2 (Thalamus) 81/975
- Space Crusade (Gremlin) 84/93%
- (3) Creatures (Kixx) 88/96% (-) James Pond 2 Codename RoboCod (Millenmum) 87/67%







He's got a long snout, he's weird and he's an animal... For once, PHIL 'I Haven't Got A Big Nose, Have I Mum?' KING hopes the game doesn't live up to its 'nobby' name!

ardvarks aren't nomally known for their daring and courage. They usually just crewl around, sucking up ants for breakfast, dinner and tea, klobby also does this from time to time, but rathe than eat them, he spits 'em out at the enemies encountered on his quest in search of the legeidary land of Antopia, where the streets are pavel with, em, ants.

On the first multidirectionally scrolling level, Nobby leaps athletically (will, for an aardvark) around the numerous plathms. If he cuns out of ants to spit, he can suck u some more at any of the strategically placed of hills.

The level culminates wit Nobby pushing up and down on a manual raiter, and finally ending up in a hot-air balloon. Thi is the mode of transport used throughouthe next level. Going up is no longer a problemout the sharp spikes and birds are, bursting the alloon and sending it flying off the screen!

In deep water

tronically, the route to the fird level is supplied by a bird piercing the ballon and Nobby falling into deep water. This is thisetting for a two-section underwater extravganza. The multi-talented Nobby is a fine summer, which is just as well as he must dive dep down to reach a submarine before his air ms oul.

Once in the sub, victousely and unfriendly divers must be avoided orunk with torpedoes. The scenery in this sections spectacular, you even pass over the wreck! Titenic, accurately portrayed with its broken bith lunnell

The sub takes him to thiost city of Atlantis, a platform-filled level inhabid by lots of angry Atlanteans, some in lasering walkers. It plays much like the first level, b with vastly different scenery and baddies.

The fifth, Martian Spacetalien level is a similar platform romp, willhe Martians popping out of craters to attack.



 Glug glug... Nobby Cousteau az to reach ze sub before he reuns ceut ceuf ceur (abeuve)! The men from Atantis are far more dangerous than Patrick Duffy as they fire lasers from their mechanical walkers (below).

A-maze-ing escape

This leads to the Space Station Labyrinth and change to a bird's-eye perspective. Mapping is essential as this maze is a real whopper with loads of blind alleys to explore before you find the way out. Frustration is caused by the baddies which suddenly appear to chuck bombs that explode in four directions.

Finally, the trickiest level of them all has Nobby exploring an abandoned ore refinery. This entails zooming along a track in an old railcar, Indiana Aardvark style, ducking to avoid bats and dynamiting gigantic rolling boulders.

It's the explosive climax to yet another top-

 Up, up and away in his beautiful balloon, Nobby drops bombs and avoids sharp objects that prick his transport.





What a scorcher



 Nobby takes a luxury cruise past the Titanic in his sub (above). Back on dry land, he gets lost in the labyrinth and catches a bomb (below).







notch game from Thalamus. Mind you, that's not surprising with their excellent track record, and that of programmers Genesis (New Zealand Story, Spike In Transylvania, CJ's Elephant Antics) - in fact, I reckon this is their best game

The first level is a great start, but the second ballooning stage gives some idea of the tremendous gameplay variety that's to follow. So many games these days just take one idea and repeal if over and over again in the following levels. Not so Nobby — each level is a new experience, with the ant-sucking hero using virtually every form of transport going. Who said variety's dead?

Not only is every level superbly presented. with some excellent cartoon sprites and its own superb soundtrack, but they're all packed with playability. Furthermore, this isn't a game you'll whizz through in a handful of goes. It starts 'aard' and it gets 'aarder'. But, apart from the labyrinth

level, it's never frustrating, and there are always new surprises to see as you progress further

Nobby The Aardvark offers nothing new, but it's so well executed... If you only buy one game this month, buy this one

A multi-level, multi-generic extravaganza, Nobby leatures some of

the most varied game styles ever seen. It's also a multiload, but with this much

depth I suppose it has to be. Best of all. the different game styles III together

like Phil and his outsize chip butties! I

HATE it when all you get is a handful of dodgy sub-games with only token

attempts at tying them together (film

licensees take note), but Nobby actually feels like a complete game

Great graphics, sizzling sound

and vast variety make Nobby

The Aardvark a bargain buy.

multi-generic

If you buy two, buy it twice!

Without doubt, Nobby is one of the best games of the year, even ranking right up there with Creatures 2. If you miss it, you really must be a sucker!

So er... buy it!

Nobby's a great lad, varied A different, top-notch tune

or each

The first two levels of the reat taster

MANCHAG

INTERNAL

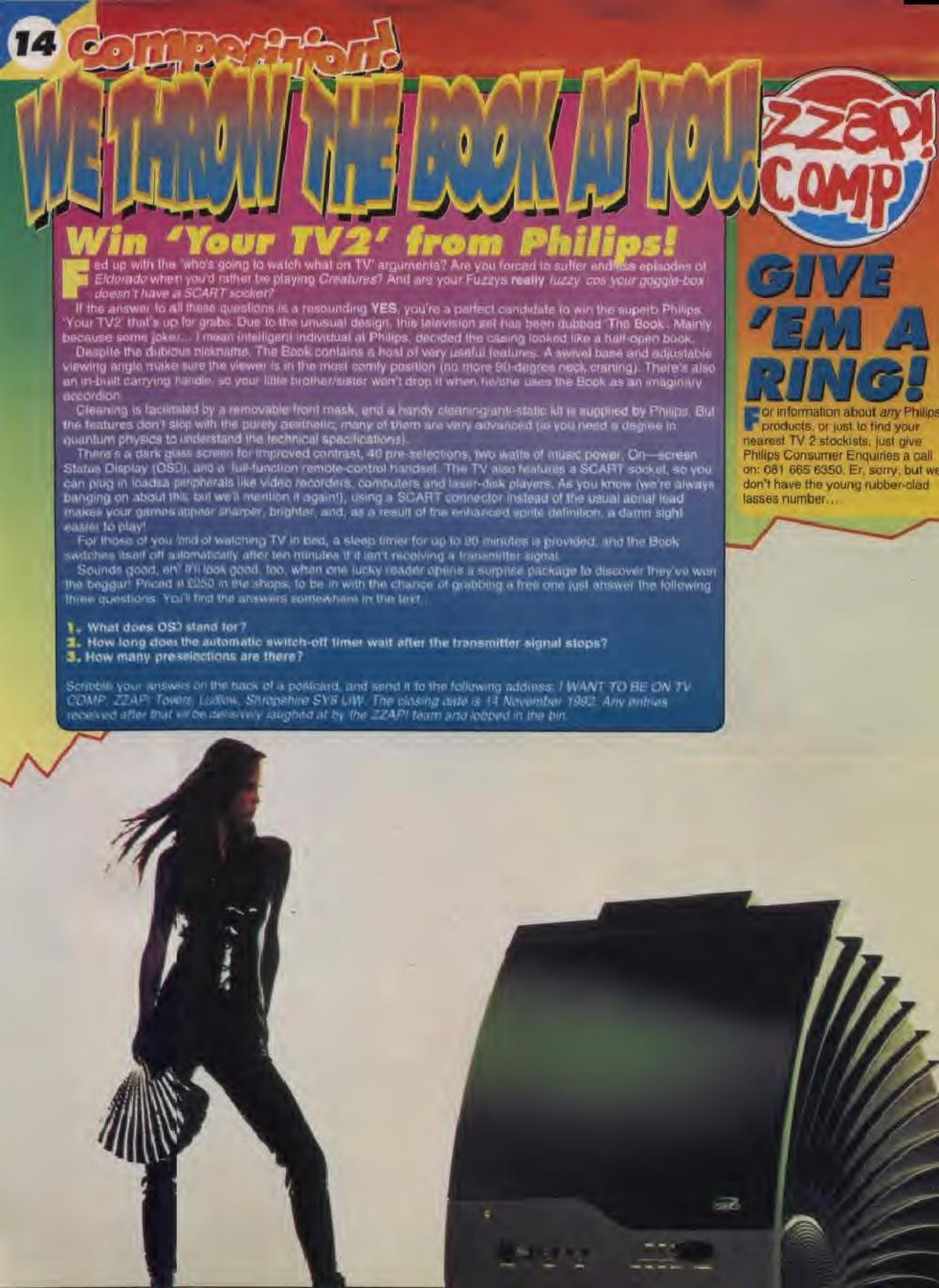
10111245116

Fremendous variety and no

 This is what they want (to quote Chris Tarrant), a game with excellent graphics and a rib-tickling sense of humour. Nobby The Aardvark's the latest in a long line of platform puzzlers, and I'm pleased to say it's totally brill. But that's no surprise when Genesis Software responsible. Their track record to date is flawless, and this game's another feather in their metaphorical hat. The main character's brilliant, a scruffy looking aardvark's the last creature you dexpect to be the hero of a game,

Some of the situations Nobby finds himself in are hilarious, in a hot-air balloon, racing along on a railcar and even piloting a submarine. The evil creatures are so cute, you feel genuinely sorry as you blow their little brains out.

It's funny, it's fun, and even when you've sucked up loads of ants you'll still be itching for more



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management in the contract of	Postcode
Tat /(december)	the hearth

Which computer(s), if any, do you own?.

amed fimilis with superfest 3-D, complete with fills and up to aix other cars on screen PHIL 'BOY RACER' KING only usually

drives Metros and sheep, but for once he puts his foot down in every 454 racing game ever built...

If solo games am fun, two player ones are incredible. The split-acreen yiew enables such dubinus factios as alamming on

keros and even gambling on shorter retrietling

atops in the pile.
A taspinating twist is that one of the players

the praixes in front of your opponent to bump from to a half. Both drivers push each other to the first, weaving around computer cars, screpning comer.

must linish in the top len, so both quality for the next circuit. Three skill levels comprise a total of 32 backs, the harder ones strewn with rocks.



his superlative conversion of the nowlegendary Amiga game ratains all the high-







efinitely not a standard race game, this Geott Crammond masterpiece proves you can do last 3-D on the 64 The praphics are stunning, with the undulating tracks giving a convincing rollercoaster [hril]. Your souped-up car can do 0-60 mph in two seconds, and

Most spectacular are the huge jumps — especially on the track called The Big Ramp. where you need maximum speed to make it over. Falling into a gap or over the side is easily done, causing severe damage to your car and loss of valuable time as you race a computer opponent.

A drivers championship adds long-term challenge. There are four divisions of three drivers win and you're promoted for the next season. The award of a point for the tastest lap during each race makes you keep your tool down.

Stunt Car Racer is compulsive, superbly presented (with practice and save options) and perfectly implemented.



it feels like it!

boutders, slipperv all and water pools, Long-term challenge is provided by a World Champional







POWER DRII

Activision, The hit Squad

ore of an arcade experience than an authentic racer. Power Drift is hellishly playable. Chris Butler's conversion of the Sega coin-op is a major technical achievement. The







Elite, Encore

this incredibly compulsive coin-op conversion has you racing round live separate tracks: complete one and the game

ends — all you get is a high score
Thus, as well as getting round within the time
limit, there is a strong incentive to collect bonus points. These come mainly in the form of flags (collected in a set order for a bonus). Driving through gates earns points or extra lime, and

you can even hit a football to score more! To make it more interesting, the tracks feature narrow bridges, steep banks and tunnels. A useful trick is to hit a small ramp, sending your buggy sidewards onto two wheels to get through narrow gaps, while driving over logs sends the buggy high into the air to clear trees and boulders. It sure airds up to a lot of turn



undulating road movement is incredibly smooth with huge (and detailed) side graphics whizzing past at an alarming rate.

It's not exactly realistic - nor is the simple control of your car - but a real rollercoaster ride as you roar round bends and jump up ramps. Your 4x4 looks great, the driver even giving the notorious 'finger salute' upon passing one of eleven computer cars!

A total of 25 terrifically tortuous tracks, all contained in a single load, ensures a strong challenge to prolong the instant compulsion.

TURBO OUT RUN

US Gold, Kixx

duel between a Ferrari F40 and Porsche 959 is a thrilling prospect, and this top-notch coin-op conversion doesn't disappoint. The perspective is a little odd, featuring a moving 'vanishing point', but the 3-D is smooth and tast.

It certainly retains the feel of the Sega arcade machine. This extends to the snazzy presentation, like the mechanics working on your

car, the girlle switching cars, and the rock band playing. The unfortunate consequence on the tape version is a truly hefty multiload.

time 50

foot down to reach the checkpoints in time, swerving around other vehicles and obstacles such as logs, oil and barricades. Using the limited turbo power efficiently adds a tactical angle — as does the ability to upgrade your car.



stage 01



emember good of Stu, ax-Ed of ZZAP!? Well, this was his all-time tave game, it's a classic head-to-nead two-player racer with a split-screen

Allhough you can compete solo, tits can be terribly same, if you don't play the game with two." Like Longs, this is where the game comes into its own with both drivers pushing each other to the

The main hazard is tyre wear, indicated by the changing colour of a strip on each wheel Damage is worsened by collisions with other cars and the side of the road. If it gets too much, the tyre explodes and you spin off, out of the race. This fact results in some really aggressive driving as the players try to bump into each other's most vulnerable tyre!

It's all slightly ironic as my Metro suffered from badly worn tyres due to wrongly aligned steering tracking, resulting from a speedy encounter with the kerb while Stu was a petrified passengerf





LA ONE

n this highly sophisticated simulation of Formula One, you can adjust every aspect of your car's set-up. Aerodynamics are tested in the wind tunnel; engine, turbocharger, etc, monitored in the dyno room. You even have your own test track, Florano, with split times given from 45 sensors.

Each of 16 Grand Prix races is totally authentic with the proper number of warm-up and qualifying sessions (race length can be altered up to the

Firebird

eoff Crammond's commendable attempt at super-authentic driving features an accurately low cockpit view. This enhances the feeling of being there, along with the difficulty of controlling your Formula 3 car. It takes a lot of practice to corner without skidding, indeed, some may find control too fiddly.

In the original game, it's via keys alone or with an analogue joystick or paddle.

The upgraded Revs Plus allows the use of a standard digital loystick, plus computer-aided steering

Racing takes place on six real-life circuits. As it's difficult just to get round the

frack, overtaking computer cars requires Mansell-standard orlying skills. Get good at this and you might follow in his

maximum 200 miles!), Every circuit has a paddock area with icons for race control. garage (to install a new engine) and pits (change tyres, alter settings).

The race action is the east impressive aspect with fairly sluggish



GRAND PRIX CIRCUIT

This is nownere new as sophisticated as Ferrari Formula One, but leatures more exciting racing and a low cockpit view from any of three Formula One cars; Williams, Farrari and McLaren

Once again, the engine sound is of the buzzing variety — atherwise the action is realistic with smooth 3-D and well-drawn cars. The Driving Championship takes place over eight international tracks

You can also compete in a single rad or use the practice mode to get to grips with the car, though I handles fairly easily anyway. In fact, it uses the same steering system as the Test Drive games, with a little plue dot on the steering wheel indicating (and enabling subtle drilling to either side.

As with Turbo Out Run, the main problem on the tape version is a Grand Prix-length multilead

D (mough the piner cars box rate) and a bucking engine noise. Novermakes, use our hangles rainy regularically and Wildow comerning takes a write to master.

If you're looking for an ansate driving game this delimitely isn't it. Only tous molor-picing lans will

1 4 4 4 4 4

ike Turbo Out Run, this is a driving dual between a Ferran F60 and Poisons 959 (or live other famous sports cars with the optional

Supercars data click)

Racing against the clock or a computercontrolled opponent takes place on real roads. complete with traffic — watch out for oncoming juggernauts when overtaking! Crashing into solid objects or over cliffs removes a life and incurs a time penalty. As does getting caught for speeding it's just as well you're equipped with a policeradar detector!

It all plays very well, especially in 'duelling' mode. You'll often see your opponent zoom past. then catch up with his wrecked car a lew hundred yards down the road. Outrunning a police car is even more fun!

Graphics are effective with some well-drawn cars, but a bland colour scheme. A bigger problem is the way oncoming vehicles appear very suddenly, giving little chance of evasion. Otherwise It's playable stuff, and a thrill driving those supercars.





ZZAP! 64 No.89 # October 1992



US Gold, Kixx

reckon lan was a tad harsh on this one last ish. It's not orilliant, but still a reasonable and playable conversion of the coin-op. The presentation is certainly slick — I aspocially like the bildinf-pri loading screent A neat multipad loads all four tracks in one once you've selected your transmission (Automatic, 4-Gear or 7-Gear).

A qualifying lap determines your position on the starting grid. Paces are highly competitive, you must pass enough cars to reach the everdecreasing qualifying position limit. However, watch your rear mirror (nice graphic) for other drivers — defensive weaving is needed to stop them passing.

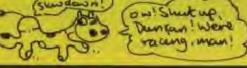
As lan noted, the high viewpoint is unrealistic, but the 3-D is fast - not surprising as it was developed from the same source code as Turbo Out Run. The main fault, though, is the tack of challenge, and the long periods with little to do.

INENTAL

Virgin, Mastertronic Plus

s long as you're not expecting a perfect conversion of the stereoscopic 3-D coin-op. this ain't a bad little motor, John.

As in Super Monaco, you have to pass enough cars to achieve the qualifying rank. There are also checkpoints which must be reached in time Smashing into another car results in smoke pouring from your engine - wait too long before





visiting the pits and it explodes

As an arcade game it plays fairly well, thou It's a bit on the easy side. Realism is lacking, as there's no need to slow down at all to get round most corners. So it's full throttle all the way in a simple but enjoyable driving game,

SCALEXTRIC

Leisure Genius

he major innovation here, unsurprisingly. is the easy-to-use track designer. With

16 types of straights, curves and chicanes, you can assemble some really neat circuits. The two-player split-screen racing is very similar to Pilstop // but not as enjoyable. Unlike that game, colliding with kerbs causes minimal damage, only slowing you. down The 3-D isn't as convincing either, though sound's not bad with some meaty engine noises. Any link with the Scalextric licence is very tenuous, as this is nothing like slot-car racing.





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гаса астовъ Евторе, Биреттик в тюзі obvious novely is the use of hugs muck cabs, whose franding is realistically sluggish. I don't know it that was intentional, but it doesn't halp the crude gamenlay any. It's just a case of dodge the other fruxs and obstacles as you journey from only today. Choosing your route. using the road junctions doesn't make it any

h, those were the days... and this was the best C64 racer around when the first ever issue of ZZAFI hit the streets. Nowadays it can't compete. The 3-D's passable but the perspective is well-d and the cars blocky. It's a reasonable conversion of the ancient Aten coin-op, and so is limited to an optional number of taps around the single track. May be of interest to nostalgics

YS OF IUNDER

This licence of the Tom Cruise (Corky lookalike!??) Illim is a straight conversion of the Nintendo game. As such it's fairly playable. in a crude sort of way. The Stock Car Championship racing takes place on oval tracks and thus soon gets repetitive. The only factical aspect is the choice when to make pit

stops for repairs and refuelling
Matters aren't historid by a bland colour
scheme and poorly defined cars — including yours, which is viewed from behind. Worse still, the computer cars only strategy is to head straight for you, trying to knock you off the track. Frustrating.

THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE

Activision

his Cannonball Run-style race across America has you competing against ten computer drivers. As it all takes place on real roads, hazards include police speed traps (delected by your radar), plus changing weather (snow, rain, fog), fuel consumption and a tight time limit.

The game's really showing its age (seven years!) with a crude 3-D effect by modern standards. The action is similarly simplistic, though it does include gear changing - a novelty at the time!

low! like the legendary coin-op, this disappointing conversion lacks any road junctions. To avoid a multiload it's divided into five separate mutes instead.

Sadly the action can't make up for this omission. Your Ferrari handles badly, getting more sluggish when there's a lot on screen. Not that the graphics are anything special, with a crude horizon and blocky roadside objects. Worse still, it's too easy to complete the short-stages and interest soon runs out.

owhere near as polished as its successor, Test Dave features slow, jerky 3-D and a general tack of variety. All live sports cars available handle badly and are virtually indistinct in feet.

The cassette version is killed by a lengthy multiload - you have to reload just to change cars! Get the infinitely superior sequel



he title sounds exciting, and this one gets off to a good start with the usual superfative Epyx presentation. Best of all is the custom shop, where you buy spare parts and tyres to suit whichever of the four courses (two desert, one muddy and one lcy) is selected

Engine parts are damaged during the rough racing, as you negotiate obstacles and even rivers. Stopping at checkpoints enables repairs and refuelling, but wastes precious time

As in Buggy Boy you can go up onto two wheels and roll, but make no mistake, this is a poor imitation. You hardly ever see a rival rater, the 3-D's unconvincing and the courses all look much the same. About as much fun as being stuck in the mud.







ediocre in its day (over seven years ago!) and very dated now, this has you racing round oval circuits with only left-hand turns. Som of the ideas are good, like conserving fuel when slipstreaming another car, but any realism is ruined by flickery, jerky graphics. As in Days Of Thunder, overly aggressive opponents make for frustrating racing.

Received ?

FORMULA ONE SIMULATOR

Musterfreak

nis cheap motor could well have been sold by Arthur Dalley. It all fool ad dated at the time, and that was six years ago!

The simple 3 D is full or girchus, while the bars.

The simple 3-D is full or pitches, while the perslook like spacestrips: Play is very simplicitic and It's very easy to complete at eight orguises. The only highlight is a good Rob Hubbard title tune.

OVER 132%

DISCO NUM

Integoworks

strange scenario, concerning a race between police cars, can't make this at all arresting (grean — Ed). The graphics are so blocky it's like racing in Legoland, and the 3-D update so slow you leaf you're travelling backwards. About as hot as Antarotica.

STRILL 24%

WEC LE MANS Imagine, The Hit Squad

othing like the spin-around arcade machine, this chronic conversion suffers from Jerky graphics and mind-numbingly boring action. Once again, the computer cars' only tactic is to home in on you as you try to reach checkpoints within the time limit. Flippin' awful.

SIRILLE 8%

US Gold Ve neve

've never understood the attraction of drag racing (apart from the spectacular crashes), and Topfuel Challenge hasn't changed my mind. There's a baffling amount of options to wade through, including those to customise your car, but the race section isn't worth the effort. The 3-D is pathetic, sound limited to leeble angine noises, and more often than not, your engine explodes from over-revving. What a drag.

HARD DRIVIN'

Tengen/Domark, The Hit Squad

ne of the worst C64 games of all time, it never even appeared on full price. It's an almost unrecognisable 'conversion' of the famous coin-op. An eye-straining blue and yellow colour scheme 'decorates' the 3-D which

moves about as test as Preescape, If this wasn't bad enough, the steering is indiscibly hyposenative, and callision detection appalling, Pass the elck bag.

STATE 9%

EYES DOWN Racing from a brd's-eye view!

RACING DESTRUCTION SET

Ariolasof

one of the true C64 classics, RDS utilises a scrolling, isometric 3-D that works really well. Not only that, but if has a split-screen display to accommodate two-player racing.

Most impressive of all is the track designer. You can place all sorts of hills, curves and junctions, as all the available track pieces can be widened/narrowed and their height adjusted. There are even three road surfaces to choose from: pavement, ice and dirt. When complete, your custom track can be saved to tape/disk.

However, the disk version has 50 readymade tracks to play, so you can get straight into the crazy racing. Options include setting the number of laps, difficulty level, gravity (any of the nine planets, plus some moons) and one of four backgrops.

There's a choice between 10 varied vehicles; cars, bikes, and even a lunar rover! All can be modified and their tyres changed to suit different surfaces.

Two types of racing are available; normal or destruction. The latter allows the competitors to carry such items as crushers, oil and landmines — additional armour is available to protect against these.

With either type of racing, two-player games are nectic fun. The cars hurtle round the tracks at stunning speeds — flying all over the place in low gravity! RDS is everything Scalextric should have been and more. The only fly in the ointment is the gargantuan multiload on the tape version.



IVAN 'IRON MAN STEWART'S SUPER OFF-ROAD PACER

Virgin, Trentz

ha name may be long-winded, but the game certainty ain't. This is Super Sprint, '90s style, With diri tracks full of bumps, craters, remps, and pools of water, it's a lot trickler — and e lot more fun.

One of the main attractions is the multi-player racing. Up to three human drivers can compete, one using the keys. All compete for cash to improve their vehicles in the pre-race shop, items include extra acceleration, higher top speed, befor shock absorbers, tyres and nitro-boosts. The latter can be used to great effect on the straights, enabling you to catch someone way in front.

What a magnificant conversion this is, it plays brilliantly, the presentation's supersilick, and it's all packed into a single load!





INDY HEAT

Storm

he sequel to 'Iron Man', this isn't as slickly programmed, but very playable. Racing takes place on 12 tracks ranging from a simple tri-oval to tortuous street circuits. Though the game has a multiload, this is avoided via an option to just use the two tracks currently in memory. Another neat option is the choice of rotational or directional controls.

The action is standard Supersprintstyle fare, apart from the inclusion of colour-coded pits. As in Lotus Esprit there's a gambling element as you declar flow tang to stay in the alterior recisions. It glocked program sends became lating through into commence, in the pre-role and. Describe to began 1850 of anginality original

Describe to binjury (act of providing of all free) is very computative, perfectively with two places—
sharing publishes allow three.

STEE 83%

SUPER CARS

Gremlin, GBH

agree with lan (for a change) in thinking this was originally slightly underrated, it's a shame there's no two-player mode, but the smooth-scholling, overhead-view action is playable.

Overtaking is difficult enough to be enjoyable and the game benefits from the addition of dirty factics. Side armour (to ram other cars) can be purchased in the pre-race shop, plus missiles, as well as the until car improvements. Earn enough loot and you can even buy a new car.

(1) Some the distribution of the property of the control of the

Paper and process, because two power possess of the Control Superconditions and process of the Salar State o

RALLY CROSS

and a Manager

The first abouting arount, and has more includes another war-planer reunity. Finally in traduction for the first committee when committee and the mean includes and the north includes the first and the mean includes a population of the first and populations to dioptage your carbonweal increase. Provide with north inches graphics

STEET 10%

SUPERSPRINT

Electric Drawns, The Hit Squad

Luy, it foats pomitive novedays, but I still enjoy the old best on this old Atan coin-op conversion For that's unfamiliar with it (what plane)

For those untamples with thinkel planer are you from?), four time cars zoom around single-acrean tracks. Jumps and oil patches make things trickier, while wrenches are collected to see no call improvements.

collected to spend on car improvements.
If still plays well with two players despite homericlous bugs like the helicopter replacing your car in the wrong place, and the misjudging of finishing places.

64%

ENG BOD FUE

HOT ROD

SPEED

nother overhead scroller, this fertures a funtwo-player mode. No split screet here instead, every time a car is left behind by the scroll, it loses fuel before reappearing further on down the track. Run out gas and it's pame over. Extra fuel can be collected on the way, along with money to spend in the interlevel sho. New tyres, engines, bumpers and wings (not thirlying kind!) are up for sale.

Though solo games ultimately become repetitive, due to largely unchanginggameplay, two-player contests are a good laugh

STRUKEY 3% TURBO KART RACER

Players

ed up with glamorous sports cars Well, the karts in this overhead scroller armippy and

ZZAP! 64 No.89 B Octobe 1992

Badlands

Tengen/Bomark

his variation on the Supersprint theme has the cars armoured, and armed. But instead of enhancing playability, I feel this diminishes it by spoiling the racing aspect — after passing a human opponent, you often find yourself on the end of a missile! That's if you can get past in the first place; overtaking is made difficult by the large size of the cars.

Despite these flaws, and the dull graphics, it plays okay in two-player mode. I reckon it was harshly dealt with (41%) in the original review.

STRUKTEGO%

CodeMasters

bugs here, but the graphics are flippin' awful they make Supersprint's look brilliant! As the cars are simple rectangles, it's often hard to tell



The New York have a March Sale and the order of the New York and the New York had a new York had a new york the New York had a new York had a

51775**52%**

Championshii Sprint

Montele Dresses

All Sypersynant administrative symmetrials away trip physicism, and the is wine youngo that any trip the played of a perhandally photology production some symmetrial bugs man his predectasor. Floring the Deing placed on logical a tringe when your going under digns simple to by soon grannes should around

SUPER STOCK CAR

Madfertronic Plus

the most amusing ming about this one is that the instructions are for a different gamet. The lictional are sounds good with a choich of care, track designer and weapons, However, the real game is repellifive rot, with deadly dull scrolling limits.

STATE 23%

LAST VE

post-holocaust scenario has you driving the last V8'; which you built in your nuclear shalter! While looking for other survivors, some more 'delayed' nukes go off, so you have to return to base immediately:

The odd, directional control method makes driving along the scrolling road very frustrating — especially as you have to go tremendously fast to beet a tight time firmit. Even some reasonable graphics and a classy Rob Hubbard soundtrack can't stop this from bombing.

311119%

STREET MACHINE

Software Invasion

his looked ancient enough on its debut five-anda-half years ago. Abysmal graphics include jerky track scrolling and a pathetic backdrop. With no two-player option, the alght-car races are deadly dull, especially as they're run at a snall's pace. Things aren't improved by a 'damage' screen appearing when you crash: you have to move a cursor to highlight car components and reduce their damage within a time limit.





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Which computer(s), if any, do you own?..

ESCE. Advantand prices and specifications may change. Please return the causers for the same information.

It's time for the gen on what's new, and hot, on the Có4 scene (Phil King with a portion of chilli sauce and chips perhaps). MARK 'ROBO-REVIEWER' CASWELL eats his greens before bashing and blasting the bad guys.

BERN

Alternative

he pipe-smoking, spinach-guzzling sallor's back, and this time he has to save his home planet. Y'see, he's been kidnapped by a race of very unfriendly allens calling themselves Kraggs, who want to take over the universe. To find out which planets and solar systems are ripe for conquest. The Kraggs hold wrestling contests. The unlucky losers find themselves without a planet — Popeye's task is to save the Earth.

If he wins four of the five bouts he saves his home soil: by becoming champion in all five bouts he prevents the solar system from being invaded. Each wrestling match is held in a different location (five apponents, five locations — simple eh?), and the five brutes up against you are touch as old boots. Every zone contains an intergaactic-championship-standard wrestling arena consisting of a traditional square ring and a powerful forcefield shield (replacing the old-fashioned rojes).

Eye-poppin' armiocks

The usual wrestling 'rules' apply: kick the opponent when he's (a) down, or (b) when the ret's not looking (or both at the same time if possible). The contests are set over three rounds of three minutes. All that's needed for victory is a knockout or a fall — holding your opponent on the canvas for a count of three, when his energy level's low, if all's square at the end of round three, a fourth is in order.

During the match each competitor's energy bar slowly increases toward a maximum. But it's knocked swittly down by a smack in the gob, a knee in the groin, a finger in the eye, etc.

Popeye can increase his energy at any time during the match if a can of spinach is in his possession. The spectators appreciate a good match, and show their approval by lobbing objects into the ring. Some of Popeye's pals are ringside, so spinach and other goodies are

lobbed to him.

A scoreboard keeps track of the action, giving an up-todate report on the condition of the competitors (including their health and energy) and displaying animated sequences throughout the fight. At the end of a contest. the combatants are teleported away; if Popeye's the victor he wins the appreciation of the crowd. If he loses once, he's teleported without ceremony to the next fight. If he s beaten again it's goodbye

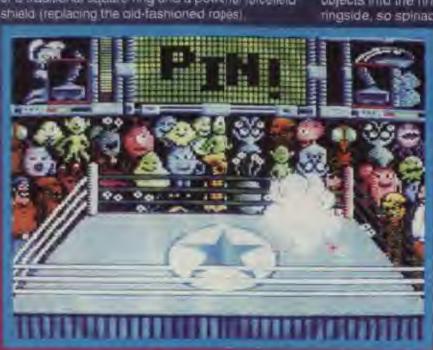
Popeye 3 will be opening its can of spinach in September, priced £3.99



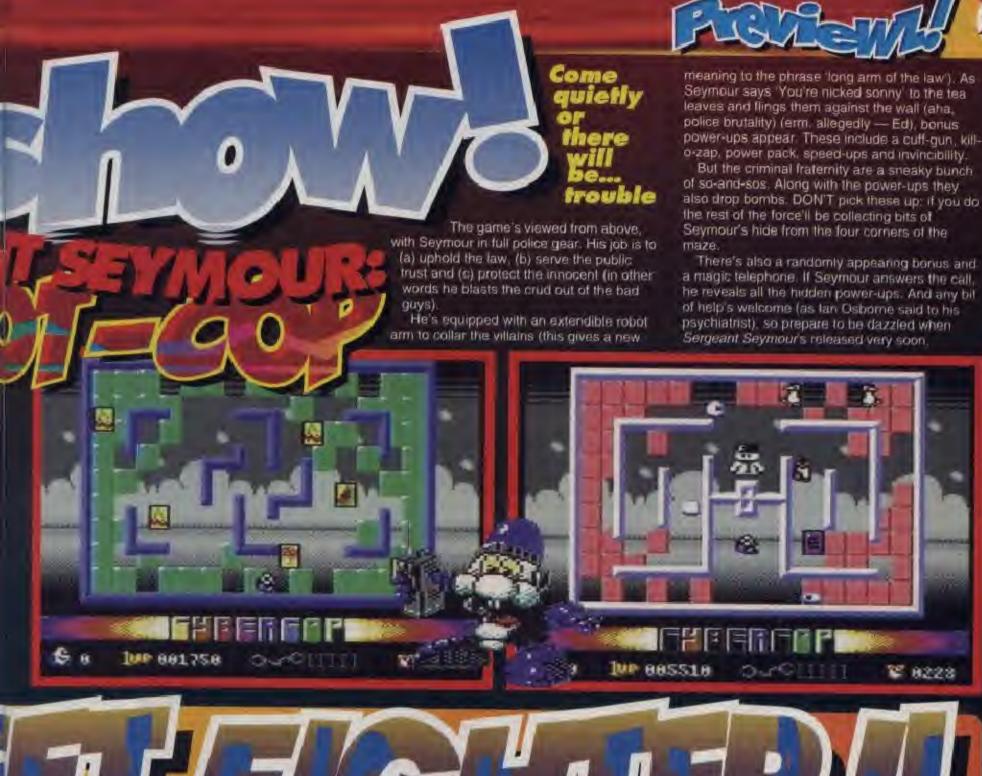
ood Lord, those Codies people don't hang about. The printing ink's barely dry on the Stuntman Seymour review a couple of issues ago and Sergeant Seymour's already on its way.

After the success of his last flick, our spherical, spud-featured pal's back in another potential blockbuster. This time it's a cops-and-robbers movie, and Seymour is Robot-Cop... the roughest, toughest law-enforcement agent around.

Sergeant Seymour's set over five zones: City, Ice, Zone, Spook and Future (urghh! — Ed). Each comprises ten levels, one-screen maze jobbies of devious complexity (le they go round an round and make you feel very dizzy!).







HELLERI

e US Gold

remember playing the original Street
Fighter game in the arcades. If I recall
correctly it featured pressure pads that,
depending on how hard you hit them,
regulated the power of the character's
punch.

Of course, your 64 doesn't have special pads, but otherwise Street Fighter It's more of the butt-kicking same. You can beat up either a computer-controlled opponent or your best mate. There are eight international lighters to choose from: Ryu (Japan), Ken (USA), Honda (Japan), Blanka (South

Honda (Japan), Blanka (South America), Gulle (USA), Zanglet (Russia), Chun Li (China) and Dhalsim (India).

Once your champions have been chosen, it's on with the game. In one-player mode the other seven characters become your enemies (one at a time!). Against a fellow human it's just the two of you to the death (or a couple of broken bones and multiple lacerations at least).

There are eight locations to visit to begin with, and the game begins with you and your opponent squaring off. Depending on the character chosen, both of you have a range of lethal moves that deplete your rival's energy bar. Kicks and punches of varying strength, along with several devastating special moves are on offer. These include the delightfully named Hadoken, Shoryken and Tatsumaki Seripu Kyaku (affectionately known in the office as the 'hello Ken', the 'how are you Ken' and a number 54 with fried rice, please). All it takes is a few wellplaced kicks in a tender spot or two, and the opposition's flat on their backs. Three bouts make up each fight and it's a case of every man (and

woman) for themselves in the

ensuing ruck. The loser goes home in

a black bag with a natty little zipper on the top, while the winner moves closer to the streetlighter crown. But when you beat the other seven dudes, don't par yourself on the back.

loc quickly. There are lour more big bruisers to beat including line current champion, Vega. Ann these guys make the previous flighters look like wimps!

Find out if you can beat the best when Street Fignler II hits this autumn.





Hello, good evening and welcome to the latest instalment of my tips section (he, he, it's mine, all mine). My thanks go to all you wonderful readers who've sent in so many missives since I had a whinge. Poor old Postman Pat has had a trying time lugging his sack to the top of ZZAP! Towers each day, and I've worn out three letter-openers while sorting through the assorted mail. Thanks also go to those who sent in Creatures 2 solutions, but please don't send in any more 'cox, as you can see, I'm already in the process of printing one. Also this month I have, among other things, more tips for Space Crusade, the second part of the Creatures 2 solution and the Blues Brothers stuff I premised. What are you waiting for? are you waiting for?

THE BLUES BROTHERS

The solution to this blues-busting game's a bit late, but as the saying goes, 'it's better late than never'. Michael Tweedale from Swansea's the sender of these most excellent tips, Because of space limitations this month we can only print the first three levels, the last three'll be here next issue.

Level One Position in Town — Bottom Right. Item To Look For - Guitar.

From the start: go right, get the first crate, right, throw crate at cop, go back for the second crate, right, kill granny in trolley, go back for the last crate, go right and kill the second granny, go into the shop near her, get all the records, exit and go left, grab the crate, go right, throw crate at the cop by the stairs, avoid the "?" and ascend the steps, get the crate, go left and kill the granny, wait till the

My thanks go to Adrian Spink from sunny Kent for these handy The Detective tips. Lieutenant Frank Columbo, est yer heart

- Look behind the picture in the drawing room to find a sale, the combination is 210319. Inside is the Will, read it for a law surprises.
- Wait for Bentley to open the tar right open in the room below the hall, then follow him in. Look in the cupboard and then in the packet
- Search Dingle's body for a key use this to open the briefcase in his chest of drawers
- Use the harrimer from the kutchen to brook. the paperweight found in the study). This
- ils a key to the main next to the Major's this occupied by the Professor). Gift I and look made, show the book to the

thug guarding the steps is to the left, climb the stairs, get the records, when the thug is to the right, go down the left-hand side.

From there crawl left, enter the shop, get guitar (and no playing 'Stairway to Heaven' either), go out and crawl along, as soon as the cop fires at you, jump onto the steps. Grab a balloon, and as you float up grab the records and "?", when the balloon bursts at the top pull left on the joystick, get a crate, left, kill cop, left, up ladder, jump on the thug when he appears and collect all the records, go back down ladder, go right and fall off the platform, from the second step down jump right, go up lift, right, up steps, enter swimming pool, swim right.

Get out, jump to avoid the '?', leap into the second pool and swim right, get out and grab crate, go down onto the conveyor belts, go on the first three, but on the third, move left onto the platform, go left to the end, jump off and get heart and records, go right, kill the thug on the opposite platform, left, get crate, right, kill cop, left, get crate, right, up lift, left, up lift, move slightly to the right, kill cop, down lift, right, down lift, left, get crate, right, up lift, left, up lift.

Keep going up the lifts until you reach the top, kill cop, go down lifts till you reach the two crates, get one and go back up to the top, right, kill thug. left, go back for the other crate, up to the top, right, kill the second thug, go left till you come to the scattolding, go to the right-hand side of it and jump up, go up, left, get umbrella, up, up, up right, up, avoid the brown birds and their droppings, go right, jump ento first cloud keep jumping alouds avoiding any birds that come your way, at the end jump down and grab all the records, finally get the red flag that moves you to Level Two.

Position in Town — Top left.

Item To Look For — Microphone.

From the start go right, duck the gumman's builets and climb on the large boxes get the recomb, jump right aboend the ledder, at the top jump lift. and not me mustle go to the right-herri edge and gunman stops firing go right, and then onto the next large boxes, get the records and go to the edge, jump right, get the records, go right onto the next step, left, get the records.

Go right, up right, right, up right, get '?', right, ge records, up right, up right, up left, get records, up right, get records, up pipe, right, get crate, Go left, kill workman, right, get crate, right, down ladder, kill workman, right, get crate, kill gunman, get records, left, up ladder, left, kill workman, right, ge crate, left, kill workman, left, up first ladder, right, get records, at the edge jump right to avoid the spikes, dodge the "?" and go to the edge, jump right, dodge the '?', go right and stand on the edge, jump right, right, up ladder.

Jump right, get crate, right, kill workman, walk right to the edge, walk off the edge but pull left on the joystick as you do so, crawl left, get crate, throw it, get hat and shades, right, walk off edge, left, up ladder, left, jump left, left, on conveyor belts: when you reach the edge jump left to avoid spikes, climb up the stairs, when the workman is t the right you should jump right, get records, climb railings, get records, jump to get the records above

Go left, when the gunman's to the right climb the railings, jump left, either avoid or get the "?" (this makes you boogie), get records, get microphone, right, down railings, right, when workman is left go up the railings (on the right-hand side), jump right, get records, right, jump right, get records, jump right, jump right, avoid '?', right, right, avoid '?', right, jump workman, get '?'.

Go right till end of workman's patrol, jump left, jump right, get heart, right, right, get records, up

ladder, climb steps, up right, climb steps, when gunman above is to the right you should jump left, up ladder, swim left, up ladder, right, the springs at the bottom make you jump high so just pull right on the joystick, slide down, right, slide down sto (until the end), down ladder when the gunman's to the left. climb big boxes, up ladder, down pipe, up right, gal red flag.

cattion in Town — Top right am To Look For — Amplifie From start, left, dolwn lauder when knight in right, left, gut box hight, kill guard, right, down laddar, right up tadder, right





icili guard, right, gel reconts, down lactor (pull right at bottom), down ladder, lett, up ladder (when guard is laft), left, get craie, Kill guard, left, in first door, avoid both of the '7's, left, get records, right, out of shop, left, go in second shop, crawl right to avoid broken record, get "?", right, crawl left, out of shop, left, down ladder (pulling right at the end), right, jump spikes, right, jump spikes, right. lump spikes, right, crawl right, right, down step, jump rat, up step, right (up to edge of spikes), jump to get records, left, up ladder, left.

Jump guard, left, jump on table, jump on platform above table (avoiding laser), jump right, climb on table, up, right to the part where the wall below you is thinner than the rest of the wall, down, right, jump right, right, up ladder, get amplifier, down, left, jump left, left, jump left, climb

on table, jump, left, up ledder, alimb on springs bed (makes you jump very high), at the top of the jump go right, night, get crate, kill cop, right, climb on table, jump right, hight, climb on springy bad, right at the top of the jump, right, down, down, down, left, down wall ladder, left, down wall ladder, right, down wall ladder, left, down wall ladder, left, down wall ladder. right, climb step, right, climb wall ladder, right, jump left, jump left (avoiding laser), jump to climb ladder, jump right, jump spikes, down ladder, pull left or right at the bottom and get red flag.

James Pond II CODENAME OBOCOD

Sam Beckett ... sorry, Richard Beckett from York, is as busy as Al the hologram trying to work out what the heck Ziggy's going on about in every episode of Quantum Leap. Well at least he wins the Reset



jump cop, right, jump guard, right, get records, left, up ladder, jump and pull joystick right when in the air, jump and pull joystick right when in the air, jump right, right, slide down edge, right, right, crawl left, get records, crawl right, jump gunman, crawl right, get records, slide off edge, right (pull left when in the air), get crate, kill guard (when you can see him), crawl left, left, down ladder, right, get crate, left, down stairs.

Left, up ladder, kill guard, left, here there's a door with a lever up/right, jump at level, left, down ladder (all the way), left, get records, crawl left, down steps, left, down wall ladder (watch out for the laser on the wall), right, down wall ladder, left, get records and jump spikes, left, up stairs, get records, down the left side of the stairs, get records and jump spikes, left, up stairs, get records, down left side of stairs, get records, up stairs, get records, up ladder, right, get records, right, up ladder, up ladder, left, get record, (the

is a -20 but can't be avoided).

Get record, jump at pink lever, right, down ladder, get record, down ladder, left, down ladder, right, down stairs, right, up stairs, down right-hand side of stairs, jump spikes, up stairs, down right-hand side of stairs, right, jump spikes. right, up wall ladder, left, up wall ladder, right, up step, right, crawl right, right, up ladder (only half way) then go left, crawl left, up ladder, left, jump left, left, jump left, left, down ladder, crawl left (avoiding bullets and missing laser), up ladder, left, down step, get records, left, down left-hand side of hole (pull right before bottom), right, when rat is on the right go down ladder, right, jump on the table, when rat is left go right and up the ladder.

Right, down ladder, get crate, right, up ladder,



(MD), ZZAPI, Ludlow, Shropshire SYS LJW, and I'll try to help you. Send in the first patient, please nurse.

Neil Anderson from Co Dublin's after solutions to The Detective and all the Dizzy games. There are some Detective hints printed in this month's tips section Neil, but if any helpful reader wants to send some more to me, I'll print 'em. The same goes for the Dizzy solutions: I do have Fantasy World Dizzy and Treasure Island Dizzy solutions to hand. So they'll soon be whizzing their way to you in the post. Thanks go to John Crompton from Wigan for sending them in.

Fu Sang Li from Hackney in London has apparently been living in a time warp for the last few years. He/she desperately needs help with the old text adventure The Secret Of St Brides. Yes I know it's a mega-crusty game that appeared when Noah built the Ark, but if any of you can help... Another blast from the past comes up next, as E Evans from Reading asks how to defeat Baron.

Von Blubba in Bubble Bobble. If any of you have an amazing memory, perhaps you could write in and pass on the information to a very frustrated reader.

Luke Croft from Kent was after some Steg passwords. Well, Garry Boakes from Bedfordshire has sent in three which may help ya Luke. They are...

Level 2 — ADNUHOCMGU Level 3 - EDOUTIOCKO

Level 4 - HDPFUVLCCM Mark Gibbs from Harlow in Essex is after info on Black Knight Parts One and Two, plus info on what to do with the massively useful towel in Seymour Goes To Hollywood. I can send you the solution to both Dark Knight games in the post Mark, but can anyone else help with the Seymour stuff?

And finally, John Walker from Oxford has asked me how to get the helicopter off the ground in Gunship. Unfortunately I can't remember how you do it John. It look me several phone calls to the relevant software house to find out, and like you I managed to shoot helicopters on the ground. Rest assured I'll find out for you and print the answer next month though.



23 1 3 1 3 1 3 1 3 3





1 Jump
over the
'double
ball'
creature.
2 Shoot
the frog
so he
falls into

water, then switch to wavy fire.



3 Clydes movements are mirrored by the boatman (ie Clyde moves left, he paddles left).





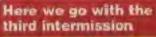
• Move down and shoot the squelchy creature. When the prodding creature looks at you, move back to point 2. The boatman'll paddle like crazy and catch a falling Fuzzy.



5 When the squelchy creature's dead a potion appears, this allows you to headbutt the rocks at point 5 (go back to point 2 whenever the prodder looks at you).

frog has grabbed the boulder. As

the rock disappers run left to avoid being pancaked. Finally, shoot the boulder to squash the prodding creature.





1 This dude chucks the Fuzzys off the platform (what a bastitch).

2 But Clyde and a mate are on hand with a trampoline for a birrov 'bouncy bouncy'.



Bounce the Fuzzys to this platform, then go back to catch the next one in mid air.
4 Again keep out of the claws of this dude.

Are you still stuck on the middle section of Creatures 2? If the Demons are still whopping your butt, I'm here to help you in your hour of need. My eternal thanks go to Matthew Allen for the second part of this most excellent solution, and to show my appreciation he gets to be the first ever honourary "Bully Award" winner for supplying a bavine execute of Bally tipping fun! Wall done, pail GRER!



To get over the ice cold water, wait til the first two platforms are up together and then sink down. Time your jump to land on the first platform just as it starts to rise again.

After jumping up the bank and standing on the mound, switch to droopy fire and shoot the green creature a few times.



Switch back to wavy fire and carefully jump over him, then blast him back to the laft, as he's the dude who flames the cannon that kills the Fuzzy, you'll have to keep coming back and shooting the swine.

d Continue right and then up to Hame the first snowmen, now push the resulting snowball to the edge of the ledge.



Jump over and flame the other snowman til it forms a snowball. Jump onto the middle platform when the blue creature isn't there and jump off when it jumps.



move across to the other (shooting the green creature as necessary) and knock it off. This should squash the green creature (and serve it july well right). Intermission four is a bit trickier than the previous three. Although the Demon isn't quite so vicious, and this is a good thing as you have to rescue 14 Fuzzies in three minutes and 40 seconds. Get that trampoline lin ed up and go for it. This is the last time you can afford to collect the bonus coins.







The Phoenix family are a lough bunch of so and so's. They drop a lot of bombs, so it's best to keep Clyde hidden to either side of the screen and send him out to kick a couple of bugs when the coast is

Shoot the left spowball onto the

clear. The first Demontakes four hits to kill, the second takes eleven hits to splatter and the third is a tough bastitch needing 16 his to terminate him. Good luck, you'll need it.

1 When the swooping bird heads right, pick up the first Fuzzy.
2 Move right so you're behind the surface swimmer, and follow it. When it heads left again, drop down so the Fuzzy treads water. Grab the Fuzzy when in the clear, and head onward again.

3 Do the same thing with the fish, and drop the Fuzzy on the island (press the fire button so it avoids the swooping bird).

4 Pick up the Fuzzy when the bird's to the left, and the jellyfish moves in a north westerly direction.

5 Stay still until the jellyfish moves away, then drop the Fuzzy on the next island. Press the firebutton to sent the Fuzzy over when the third swooping bird is moving right and is just past the middle.

S There are two movement patterns you can use here, SLBPD (Shark Left Before Puffer Down) and SNLBPD (Shark Not Left Before Puffer Down). It's up to you which you use (both of 'em do work, honest), pick up the Fuzzy when the last bird's to the right and deposit him on the island when it's on the left. That's it for this month, we'll have the third and final part of the solution for you in thirty days. Be here or else.



Cart award for suppling these time scanning tips.
This month he brings you the filter four levels to RoboCod. Take It away Richte...
The Castre — On the disk version you may be able to enter all the doors, it so go through whichever door you wish and read the appropriate part of the solution (ie Level One is Boor One, and so on). Firethy on to the torupt the castle and collect. so on). Firstly go to the top of the castle and colle the extra life.

Level I — Sports
Part One — Go left and collect the energy, then run right. Jump the first spikes and use the expandosuit to pull yourself along the roof and get past the second set of spikes. Jump on the lift to get past the third lot of spikes, jump the snake and headbutt the first, second and fourth blocks collecting the objects in the process. Catch the next lift to carry you past the spikes, cross the straw bridge and keep going right. You can headbutt the small blocks but leave the large ones. Instead, stand on the second large block, then jump up and right into the wall to collect the hidden object (an extra life), fall down and collect the two penguins, then walk into the pole.

Part Two — Go left and stand on the highest purple bowling ball (stand to the right), jump up and collect the extra life from the roof. Go right and hit the small blocks but again leave the large one. Jump over the Liquorice Allsort creatures rather than kill them, or dodge them by climbing on the table tennis bats. Collect the extra energy and jump on the clouds to cross the spikes. When at the far end of the playing area, hit the block and fly into the bowling ball and collect the penguin, fall down and

called the next pengun then walk into the pale to

called the next penglim then walk into the pole to enter the next pan.

Part Three — Run agair until you reach the weights, stand on more and jump through the gap above. Headbutt the large block to your right and lesp into the airplane. By left and hit the third block up for a bonus, by round the wall and go back onto the noor, collect the live penguins and go right into the pole.

Part Four — This is a bonus level, just run along the golf clubs, collecting the objects and finally run, full till, into the pole.

Part One — Go right to the pyramid and climb up and over it, go left through the large blocks on its right side and collect the extra energy. Go out of the pyramid and collect the extra energy. the same way you came in. When you're out, stand between the pyramid and the vertical wall, use the expandosuit to climb to some blocks. You'll go through the large blocks but grip onto the second block you come to. Fall from the block and go right, fall down the first hole you come to, keep falling through the holes (when there are two holes, fall down the left one). Go right (when you come to the base of the level) through the bears and collect the objects (apart from the skull), then go left to the pole.

Part Two — Run right, jumping the holes and snakes until you come to a vertical wall, stand next to it and use the expandosuit to cling to the wall above. Fall off to the left and collect the energy, go right and jump the hole, then fall down the wall, jump the next hole while

roofs. Fall

down the

going right and hit the pole.

Part Three — Go right to a wall and jump up through the roof, go right and fall down the wall, continue right to a wall and jump through three

well to the right and go right to yet another wall, lum-up through three roofs, go right and fall down the will while dodging the carmons. Go right to the wall and up it (jump through the roofs), go right and fall through the walls at the far right, walk into the pole. Part Four — Another bonus level, Jump along the plates, collecting the bonus objects. Hit the pole at to top right of the playing area. Part Five — Collectifie bonuses and hit the pole at the bottom right.

Part One — Go right and jump the spikes, collect the objects that are sitting on the chocolete, dump the next pit of spikes, stand on the chocolate to get pas the next lot of spikes. Follow the passage right and jump onto the chocolate above the spikes, jump off to the right and go into the passage below, where you'll land. Collect all the bonuses and jump onto the penguin to become invincible for a while. Go out an round the top passage, then to the right and round t passage and stand next to the pole (but don't walk into it). Wait for a Liquorice Allsort to appear and sta on it, let it carry you to the top of the playing area. G left along the passage and collect the extra life, go right and fall down the end and go down the passage below, follow the passage round. When you have to choose between going up or down, go down, collecthe life and walk into the pole.

Part Two - Go right and enter the right side of the last cake you come to, and you'll gain a pair of wing fly up and left to a small gap on the left of the roof of the section, go through the roof, fly right and hit the blocks to collect some energy, fly through the gaps

the roofs. When you reach the top collect the fou penguins and walk into the pole.

Part Three — Go right and dodge all the pole as they'll send you back to the start, fall onto right side of the penguin at the end to go to the next level

Part Four - A bonus level. Jump along the toothbrushes collecting the bonuses, and walk into the pole near the start.

Level 4 — Bubbles

Part One - Hit the block above you and jump into the flying bath. Fly right, collecting whichever bonuses take your fancy. The only things that kill you are spikes, so stay away from the base of the playing area. When you reach the right, go down and walk into the pole at the bottom. Part Two - Swim round the submarine and collect the first penguin off the wall, fly round the top of the second submarine and collect the second penguin. Swim round the base of the third submarine and callect the third penguin, go round the base of the next sub, go past the pole and grab the extra life, then go back to the pole and walk into it.

Part Three — Jump up the purple wall and go right then hit the first and third blocks, go right and ignore any large blocks. Jump the pils of spikes by stoppin yourself in mid-jump. Walk into the second from top pole when you get to the end, as the other three se you back to the start.

It's goodbye for unother month as I hasd off to rest up for the weekend.

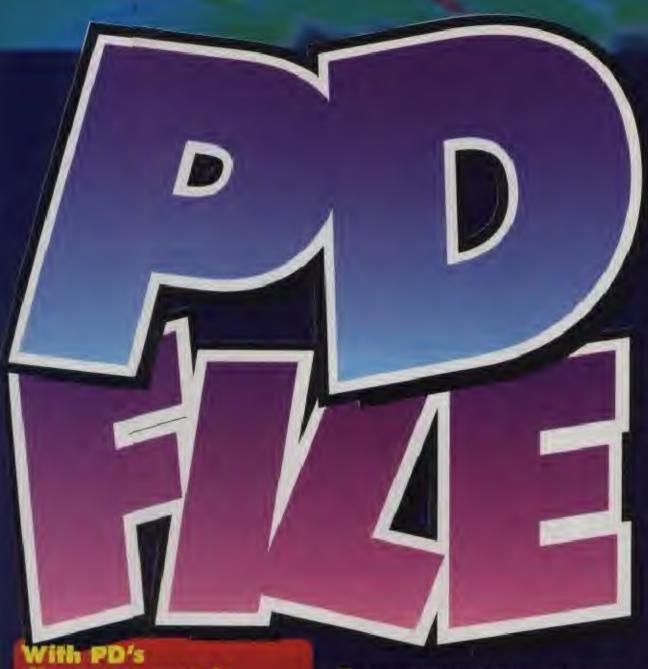
need a couple a days to recover from the mountain of mail receiver over the last couple of weeks. I even considered hiring Chris Bonnington for the day to reach the snow covered top of the pile. But in the end I managed to read all the letters, so please continue to the cold off weeks. send all yer stuff to IT'S CORKY, ZZAP!, Lud ow, Shropshire SYB LIW. See yo in thirty.

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disappearance in Amsterdam, the PD File is handed over to one of his Dutch contacts. Live from his secret hide-out, undercover agent Remi Ebus brings you a monthly report on the Public Domain scene.

that, I'll be bringing you interviews and charts, as well as reporting from parties held throughout Europe Hid A lot of

different stones have been told about the beginning at the PD Scene, that it started

with some pioneers trying to create funny effects, exchanging them with friends, that Compunet started the scene as we know it, as their modem-based bulletin board enabled computer lanatics to exchange their products worldwide, etc.

None of these stones are true Well, at least not completely. I can tell you that the actual beginning of the PD scene isn't as innocent as people want you to believe. It really

started in another scene entirely, piracy raiso known as cracking). The first real demos were pirated litin-pictures, and game music, but together and accompanied by a scrolling text message from that crackers.

Nowadays the connections with the cracking scene are all there, though not is much as they used to be, and the PD scene has become a

Everyone does their 8-bit

(foo many to norm), rught having its own sol of members programmers, graphenes musicians and awappens. The bist three in componing into the products, while the last one up it dust to other groups, either by mail or modern

To start a piomo-group, you don't arrod to have all those groups dedicated to graphics, music or just swapping aren't uncommon. All you have to do is invent a grouvy group name, ind establish contact with other derigens of the Public Domain. unit you are active in the PD scene Contact addresses can be found in one of the many diskmagazines as well as in the demos, unlikes and games aprend around

Sauly the PD scone is disk-only but as swapping is nothing else than exchanging software between friends it isn't impossible to find a person willing to copy some PD staff on to tape

When you enter the PD scene, you'll notice that thir use of pseudonyms is quite common. This clim was a part of the piracy scenie. It said too cloves to indicate your real trains in the introof a chacked game! Therefore crackers started to use francies so that everybody knew Coloker from The London Cracking Group, but didn't know that it was John Jones, the butter's son from next door. Handles are still used but now only for the fun of it. Crackers often name themselves after their idels and favounts movies, or sometimes use their real nickeanes.

But that's errough about the PD scene shall for now — let's continue with some of the latest products released.

n provious additions of PD File, you've started to get an impression of what is trendity called the scene. Well forget all that, coz all the information was gathered indirectly from PD libranes and not straight from the source!

I successfully inflitrated 'the acone' seven years ago, and have established contact with most of the leading demo groups. So from now by, you

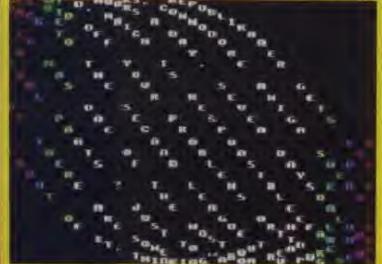
won't only get to see the and results (le demos and stuff), but you'll be getting. background information. about the producers themselves Besides all

don't concern themselves with the nicities of life...

this demo is a parody on the light, bio and diet products which are currently flooding the market (I take it you mean health foods? - Ed) Crest thought they were all a load of rubbish, so

Copyrights? Trade marks? What dem?

The graphic artists in the Public Domain



Having trouble reading this? Do not adjust your mag! And just wait till you see it scrolling! Barf...



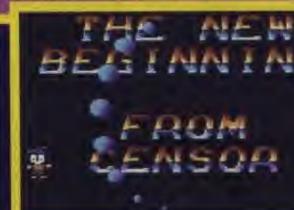
decided to take the mickey.

The demo was made in two weeks, and it shows; none of the parts which are linked together by a recycling-loader are really special. Only the intro really goes into the light subject, with a nice CREST LIGHT logo. in true Coca Cola style. The rest of the dema is far below the usual Crest quality. Nothing really interesting to be found here.



some remarkably strange colour animation in the shape of a planet. With some reallyhard-to-read scrollers and the weirdest tune Danko's ever

done, it's very strange indeed. In fact, you might not like it the first time around, but it gets better after you've seen it a few times - especially the last bit with the Pac-man and the eye!



Censor Design

ensor Design are one of the older groups in the scene, and consequently they've released. a huge number of demos, including the Wonderland series. These demos have always leatured great design and saveral new inventions and this latest one's no exception

The intro is without doubt the best part. After a movie-like text-flasher, complete with rotating and transforming logos (accompanied by tholling sound effects!), you get to see a picture of a beautiful girl by one of the best graphicers in the science, Mirage. This is accompanied by one of Danko's best compositions.

The rest of the demo is mainly comprised of digitised music, including one really awkward part with very bad 4-bit samples, but two good ones as well, featuring 8-bit samples! Well, at least that's what they claim, and the sample quality is the best I've ever heard on the C64.

Besides the last part with a great picture of Iron Maiden's Eddie (by Dragon), this demo features only one other part worth mentioning. Bob has coded



Wonderland 9 is very professionally executed, though I personally found it misses that bit extra which made the other Wonderland demos, so special. Besides that it's brilliant!









 I don't fancy yours much — these two have obviously spent too long in the sun.

TORTURE 2

Paduc

Seac

orture heralded the first appearance by a group calling themselves Padua. Though it wasn't a high-quality demo. It became very popular because of the original ideas, and the nonosense look. That was a few years ago, and after Torture Padua were pretty quiet, releasing only the occasional small demo.

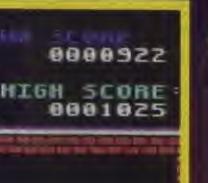
Torture 2 is their way of saying they're still active in the scene, and should not be overlooked.

One of the best parts of the Torture 2 demo is this spiffing Centipede game. The Torture demo certainly doesn't live up to its name.



The demo features some nice
Fil graphics and some good
solid coding. For instance,
they coded a line-vectorequaliser synchronised with
the niusic. Another part features
parallax scrolling, though the best
part is the loader, which teatures a
very addictive game, even though
it seems it's been written in BASIC.

Anyway, Torture 2 is an excellent demo with some very interesting parts, though it's lost the originality which its predecessor excelled in.



 What aload of balls! This amazing effect moves faster than Corky's bowels.

MIX PLAYING IT ALL THE TIME WILL

Well that's it for this month, Zxappers.
Providing your very own PD remains
banged-up, er, I mean LOST in
Amsterdam, I'll be here again at the
same time, same place, but with a new
look at the wacky world of
International Public Domain. Tot ziens!





Their full-colour quarterly it's still worth having if only for the discounts. magazine is full of reviews. Zeppelin's games are improving with every

e get loads of requests for C64 clubs here at ZZAPI Towers, so we've decided to do a feature on 'em - and here it is! Software clubs, techie support groups, local meets, you name it we've got it.

Whatever it is you're after we've probably dovered it here, but even we're not intallible - if you know of any national organisations no covered by this feature let us know.

Laughing 6/45

With the software industry getting more competitive than the annual Clee Hill Eating Contest (Phil's the champ) several budget houses have started their own lan dubs

Needless to say, they only leature their own products, so glowing game reviews in club magazines have to be taken with a pinch of salt. This doesn't stop 'ern being a worthwhile read; just make sure you check out the ZZAPI review before you buy

Budget barons Alternative run. The Great Alternative Software Club, or GAS for short Launched in March, it currently boasts over a thousand members - not surprising considering It's previews, competitions and tips, with a great Dr Who poster gracing the centre spread of the first issue. A few articles not related to Alternative games would be nice, but it's early days

Despite having an unreadable logo (change it lads, pleasel), and a mug shot of Hulk Hogan on the cover when he's not mentioned in the mag, the GAS magazine is one of the best club offerings.

we've seen. If editorial content fleshes out (and it probably will). Alternative could be onto a real

Come fly with me...

Membership of the Zeppelin Air Crew sets you back a cool £7.99, but don't let that put you off — as well as a membership card, certificate and regular magazines you get two free Zeppelin games upon joining! Members can also take advantage of some incredible discounts

Currently on its fourth issue, the club magazine is a little more ambitious than Alternative's offering but is printed entirely in one colour - the latest issue is ghastly green! The

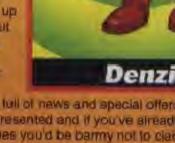
articles are lun and (hurrant) they go beyond glowing endorsements of Zeppelin's own games.

Tighter spalling and yntax and a better asign (I've seen more ittractive shopping lists) would make it a real corker, but release, so why not splash out? Irregular outings

Not to be outdone, the Codies have The Cartoon Club (not Roff'st). You need five bar codes from CodeMasters games to join, but this entitles you to a free game of THEIR choice oh well, it's nice to get a surprise every now and

thenl The Cartoon Club newsletter isn't published on a regular basis: they just fill 'em up and send 'em out as need be. It's not panicularly ambilious either

 Just a řew sheets of paper full of news and special offers. Still, it's nicely presented and if you've already go five Codies games you'd be barmy not to claim your freebie.



Atrocious acronyms

Those with a technical bent should check out the independent Commodore Products User Group, whose technical support is second to nonel Set up 14 years ago to cover the then state of-the-an Commodore Pal, It now embraces ALL Commodore machines, from the humble Via 20 to the mighty Amiga

Their bi-monthly magazine is a helty lome. weighing in all over a hundred A5 pages per issue

Tameted at the more serious liser, topics covered include WOTO processing. programming languages and spreadsheets.

As well as publishing a mag, ICPLIC also run reletional group's **MEDOUNY** schemes, offer

INDEPENDENT COMMODOR PRODUCTS USERS GROUP

rraaagh — kersplat! That's better — there's nothing worse than having an ugly great ogre run off with your Adventure & Strategy Club binder! He'll never run again, not since I cut off his legs. Run by a small team of experienced gamers, the Adventure & Strategy Club covers adventures. RPGs, war games, strategy sims... in fact, just about anything that requires brain cells rather than

lightning reflexes.

Members receive a 54-page bi-monthly information pack, hole-punched for easy filing in their snazzy club binders. Jam-packed with news, reviews, solutions (full and serialised) and lots more besides, it quickly builds into a mighty tome indeed.

At £24 for annual membership and £7.95 for a binder it's not cheap, but the service you get is amazing! Members can use the free buy, sell and swap facility, choose from over 1000 solutions, and if you're really stuck there's even a free postal/telephone help service!



technical advice and run an excellent PD library which is free to members — just send an SAE and a disk.

ICPUG won't appeal to the hardened joystick juggler, but if you use your C64 for more than just baddle bashing give it a whirl.

You take the hire road....

If you've ever spent ten guld on the latest film tie-in only to find it's crap. the Commodore Software Hire club could be for you. After paying your £2 membership fee, you can hire up to four games from a range of over a thousand. You keep the games for

seven days, easily enough time to check them out - you need never buy a dud game again! Prices range from £1-£4, depending on the age of the game and weight of the packaging (all prices include P&P).

Obviously budget releases are hardly worth hiring as they cost only a tad more to buy, but it's great for lasting full-pricers or deleted titles. For a free catalogue send an SAE to the address below.

I'll be BACC...

If it's local user groups you're after, check out the British Association Of Computer Clubs. Don't be

put off by the boring title, it's actually a really useful information service dealing with regional computer clubs, specialist services and user groups. A non-profit-making organisation, you don't even need to pay - just bung em a SAE at the address below together with details on the son of club you're after and what computer you own. You can now get in touch with BACC via a couple of bulletin boards too - they've placed most of their thousand-club master list on-line, via Tessier Ashpool Online (TAO) and Silicon Village

To log onto TAO dial 071 275 9996 then enter XMNET at the services menu to get the Viewdata system. Enter account name **GUEST** and password PUBLIC when prompted, terminating each entry with a hash (#), then go to page 8102 (*8102#) - you don't even have to be a member! Call Silicon Village on 081 759 8996 or 0734 819 000. On pannecling enter # to get to viewdata system followed by an ID of 44444444444 and a password of 4444, and again go to page 8102 (*8102=)

For further information on BACIC's modern service only, send a SAE to Andy Leeder, Church Farm, Stration St Michael, Norwich NA15 208

At very little trouble and no expense a all, ZZAP! 64 have organised some special offers for ya. Just cut out the coupon in question and bung it in the envelope with your membership fees,

and hey presto — you've saved yourself some dosh! All the clubs will send further details if you bung 'em a SAE, but hang onto your coupon till you join.

Club binders usually cost a cool 5, but enclose this coupon with r application and you'll get it true

Wey-hey, Zeppelin are offering, exclusive to ZZAP!, a hefty £3 off the usual membership fee of £7.99! Blimey! With two free games on offer you'd be two pixels short of a loading screen not to join. Just send em your name, address, choice of the mes and a £4.99 cheque/PO able to Zeppelin games.

One code short of a full club? No worries — this coupon counts as one bar code! Just send this upon with four codes from deMasters games, and Bob's ur relative!

No money off here (it's free anyway), but the first ten to apply enclosing this coupon will get a groovy Alternative Software T-shirt. st send your name, address, mputer model and your favourit ocal software dealer to The Boss

As well as the usual yearly subscription, ICPUG are offering shorter, cheaper ones. Make cheques payable to ICPUQ. One Year (six Issues) - £19

Six Months (three issues) — £10 Four Months (two issues) — ET

Postal enquines to Terence John, 148 Furzehill Rd. Borehamwood, Herts WD5 2DX. (SAE)

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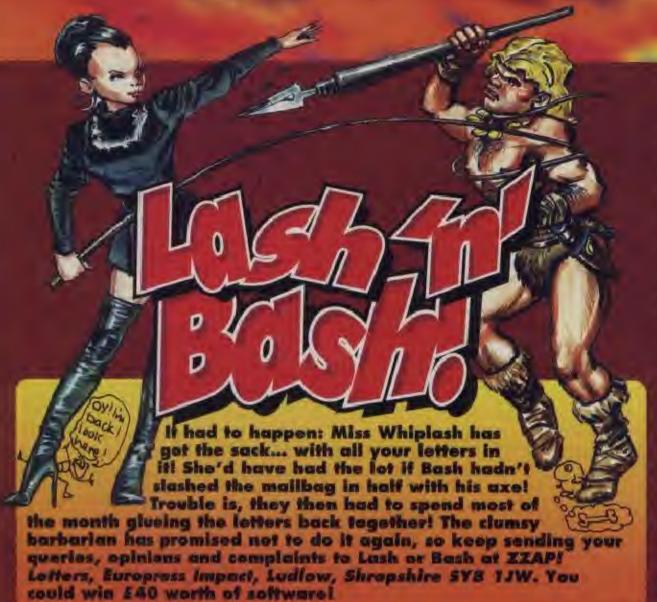


If you own an Amiga wonderfu is about to lappen

GET READY FOR A TOTALLY NEW CONCEPT IN AMIGA COVERAGE

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COPYRIGHT CASE

Dear Miss W

Can you help me with a possible legal problem? I'm considering opening a club where members would pay a fee and then they would get the use of software, free of charge. This should hopefully avoid the 'no hiring' copyright. A term of condition would be that the software would not be copied this should cover me against copyright irregularities.

Would I get into any legal/copyright problems? What's the legal position? Is it advisable to carry on or just to forget the idea although I feel I could really give it a go?

Noel Bishop, Rugeley, Staffs

Nice try, but I doubt if charging an enrolment fee and lending software for free would beat the hiring ban unless your club offered other services, the courts would probably decide the initial fee was itself a hire charge. Most games include a 'no hiring' clause in their copyright notice but it's very much a legal grey area it's never been tested in court, so we're not sure whether or not it has legal backing. Software hire has been stamped out on the 16-bit computers and the battle rages on in Consoleland, but there are already Software Hire Clubs for the C64 and Speccy. For further Information, contact your local Citizen's Advice Bureau.

bugs me, because by the time I've got to the answers, I can't remember the questions!

2. What's the best printer for the

3. What have Ocean got planned in

the way of carts?
4. Is TIB's 3.5" drive beginning to catch on with software houses"

Is there a chance of getting more. pages in ZZAP! without an increase in price?

6.1 love the posters, give me more! 7. I've just completed Exile (after two months). Are there any plans for Exile 27

I thought it was about time for something completely different (sort off). For those of you who wear bifocals and whose IQ is less than 5 (Corky?!), I'll tell you what it is — ITS A CHART! I'd better explain how it works so here goes:

I've added up the percentages (%) of every game reviewed since August '91 (under their software houses) and divided the answer by the number of games that house had released between then and now

(to find the average).

Eg: If there was a company called Worky Bananas (I'm sorry, I just had to mention them) and It had made four games receiving 45%, 22%, 13% and 50% (then it would be grapt). Add them all up to get 130 and then divide by four (the number of games) to give the average mark that house got. Simple eh? Oh yeah, I've also included the total releases of that house (not including compilations (did I spell if write?!)) and the lowest and the highest mark that house has received

Now for the much awaited chart.

Company	Total Games	Lowest	Highest %	Average %
Thalamus	2	93%	97%	95.0%
Gremlin	5	67%	93%	84.8%
Kixx	26	34%	97%	84.8%
Ocean	14	53%	93%	81.2%
CodeMaste	rs 15	32%	94%	73.9%
Hi-Tec	10	42%	94%	73.1%
Storm	4	31%	91%	71.25%
Hit Squad	29	13%	96%	68.4%
Zeppelin	18	40%	87%	67.2%
US Gold	9	22%	94%	65.2%
Imagework	s 4	30%	95%	65.0%
Summit	3	35%	90%	63.3%
Mastertroni	c 5	37%	93%	63.2%
Domark	8	36%	90%	55.0%

Total Games released Best game (s) 152 Creatures 2

97% Thalamus Turrican 2 97% Kixx

Craig 'Exiled' Ellis, Basingstoke,

PS. It's great to see Scorelord and Ken D Fish. back. Now all you need are the border dudes.

1. Erm... what was that question again? 2. If you really want to splash out, Datel sell the Star LC200 colour printer (with interface and software) for £259. Otherwise their Sprin 128 interface enables the use of any Centronics-standard printer.
3. Nothing. They're not planning any new C64

releases.

4. Sadly not.

5. Sort of - the pages have got wider, so there's 'more of them'!

6. All right.

7. Not in the Immediate future. Audiogenic aren't doing much C64 stuff at the moment we're still waiting for World Class Cricket!

Thanks for the chart, but I reckon it's a bit rough on those firms which have released loads of great games, but just one or two stinkers which knacker their average. Lash

I have been reading ZZAP! (the best mag in the whole world) since ish 71, and I have noticed ho much it has changed - for the better, I may add is that enough grovelling done? Okay, let's get down to business

 Were Wonderboy II or Super Wonderboy ever released on C64 and if so, are they any good? 2. Football Director (yes the management sim):

was it ever reviewed? If so, what did it get?

3. I am one of the few people who like management sims. So please, please (x 1000) could you recommend one or two besides

4. Any chance of some lips for Turncan, as I can only reach level 3-3?

Can you at ZZAPI take some creative criticism (okay, I know you could)? Any chance of some better games for the Megatape?

Eoin Barrett, Cork, Ireland

PS. Please print my letter because if you don't l' have to give my collection of ZZAPI mags to my friend (we have a bet).

PPS. Could you recommend any books for making programs?

1. Why, when people write in with numbered questions like this, to you always put the answers at the bottom of the column? If really

I have been reading ZZAP! since Issue 46 (on

to have been a slight morease in the quality of

that's not because I'm creeping (honest!), it's

because I mean it to there!

Now for some questions:

and off before that) and every month there seems

your mag. I know I say this every time I write, but

ZZAP! 64 No.89 No.89 October 199

- 1. Super Wonderboy was, and it scored 68%. in Issue 59.
- 2. No.
- 3. Well, Cult's The Match scored highly with Footy Phil, and Zeppelin's Match Of The Day looks good from what we've seen - there may well be a review in this ish!
- Corky says he'll see what he can do (not a
- lot, if you ask me). 5. We're constantly searching for great. games, especially now we've got two triff

There's loads of BASIC programming books, but if you're serious you need to learn machine code — try Programming The Commodore 64', writen by Rae West and published by Level Computer Publications, PO Box 438, Hampstead, London NW3 1BH. Lash

Dear Bash,

I have written a few times now so could you have a heart and please publish this letter?

I am president of a club down here called 'C64/128 FRIENDZ & CONTAX'. We are a worldwide club for all Commodore users and publish a magazine every two months, crammed full of interesting things for members. Overseas people don't have to jain, they can just write to me and I'll put their name in the magazine for other members to write to them if they want (free of charge)

We support Plus 4, C16 & Vic 20 as well So, come on, pleast publish this letter. We really would appreciate it. And I'll keep buying your magazine

Steve Hedges, 11 Dunsford Street, Whyalla Stuart, South Australia 5608

G'day, Steve. Your club sounds bonzer, so how's about sending us a copy of the mag?

Dear Sir/Madam

I have been collecting your magazine for a year now, and have been delighted with the articles and especially the game tape. I have had my Commodore 64 for almost two years and have yet to see a classic Space Invaders for it. I realise that people newadays do not need this type of game, but I have been going out of my mind looking for one. I know that a Space Invaders style game. is available for the Amiga and I wish to know if there is one for the 64, and if so, where to get it from. KL Shade, Nuneaton, Warks

PS. You're my only hope. There's a fair version of Space Invaders on Public Domain - look in

last month's PD File for more details. Also, Domark's Super Space Invaders has a similar approach in gameplay (only spiced-up a bit!), Bash



RIVAL FORMAT

Dear ZZAPI

No doubt you're getting tired of all the criticising letters coming in but I felt that after all my years of reading your wonderful publication. I had to contribute. So here's my effort:

Paging through an issue of rival magazine Commodore Format (don't worry. I washed my hands atterwards) I realised three main things about it:

- If reads as if it was written for three-year-olds.
- It's got better variety than ZZAP!
- 3. If you tiddle around with the CF page-number colour scheme you can get it to look exactly like. ZZAPI's page-number coloui scheme.

Okay so point 2 stings, but if you can restrain yourselves from using your collective arsenals to kick me back to whatever netherworld I came from for just a minute. I'll explain:

CF have a passable attempt at a tech section and have an adventure section too. Yes, I know you have an adventure section but more than or adventure review a month would be nicel If the amount of adventures/RPGs is really that low a few reviews of old gems would be appreciated, a the Bard's Tale series, the Zork series, a selection of Level 9 classics and perhaps some of the SSI/US Gold megagames, to name but a few

And something else I'd like to see that both Cl and ZZAPI tack — information on current modern nels and bulletin boards. Do Micronet or Compunet still cater for 8-bits? Do they still cater for any computers? Here's a completely idiotic idea: how about setting up a 'ZZAP' NET' open exclusively to ZZAP' readers, perhaps in conjunction with an existing net? I'm sure there's a few thousand out there who'd join. Commercial viability is another matter — but it would blow CF away! Of course, if it flopped, it would blow ZZAF away, but innovative improvements are like orgic - tull of fun but riskier these days.

Another thing that you both lack, that I'm sure would be appreciated by cassette users is some choice PD demos on the Megatapes, Public Domain utilities and demos come pretty cheap hint, hint, a nod is as good as a wink to an epileti

On the tech front, I think that a step-by-step method of creating a game would be a good idea Or falling that, a little section answering the questions that always get asked eg 'How do I design a loading screen? How do I get a program loaded from disk to autorun". How do you do those flashing lines in the border when I'm loading something? How can I get it to play a tune when it's loading? What's machine code for? How do you use sprites? How can I build up my own characters? I could go on all night!

And to close I have a little grumble. In the June edition of ZZAPI in the STUFFI section, you said nobody bould get more than len sprites on-screen at once. Then you mentioned Direct Designs who can get 100 on-screen. Well guys, you really stepped in it this time. The Genesis Project (a PD project group) have created a demo called Sprite Mania (available from The Binary Zone, ref BZD114) which projects on-screen (read it slowly now) TWO HUNDRED AND NINETY sprites. PD is free while presumably Direct Designs aren't. Uncle PD wasn't much use to you then, was he?

Sorry about the length of this letter, but I'd a lot

Dear Miss W

Bahil It seems that Ocean are taking all C64 givners lot a flippin' ride, and no mistakel

I read with growing distralief, the article on Familia

Stars being nicked by a nasty thief.

Are we really supposed to believe that a professional programmer who was working on a major noin-op converse. saved all his precious code on just one floppy tisk which was promptly stolen? Isn't it just a little strange that Ocean, who are

presumably paying this programmer a hefty sum, and who would be manner to the game's progress carefully, had no copies themselves?

Or could it be that Ocean decided that they just couldn't be bothered to continue with the C64 conversion and sent out this ludicrous story for a bit of a laugh? You, the readers, must decide Anyway, I would like to make an offer to Ocean, I am currently working on a C64 game shidled

Mushy Armpit Sex Simulator, I will sell you this game for a cool million, as long as you don't take any copies off me, and pay me even if someone nicks all my code which I have preciously saved on this end of my Abba tape. Please send the money in used notes.

Daniel Salter, Rotherham, S Yorkshire

PS. Please title this letter 'WE MUST PERFORM A QUIRKAFLEEG' as Larre slightly drunk Mirror

Willy fan.

PPS. Please try and use the word 'culminating' in your reply. Chears, luv.

 Your game sounds great! But seriously, it's amazing how many times professional programmers' equipment 'goes down', culminating in the delayed release of a game. We're never used this excuse... erm, I mean 'explanation' for the late arrival or ZZAP! on the shakes it's always on time!

on my mind! Incidentally, CF reviews have no style whatsoever — they're filled with words only dickheads use, eg 'brob', 'trub'... need I say more? LONG LIVEZZAP!

Oliver Mooney, Dublin 13, Ireland

1. I must admit I can't understand it.
 2. We're always trying to improve ZZAP!, and are planning to introduce a techie section.
 Send your technical queries to Brian Strain at the usual ZZAP! address.

I'm always open to constructive criticism about my adventure column — as long as you don't mind an axe through your skull.

As for a modern column, or even a ZZAP! net, I reckon it's too much of a minority interest — unless loads of people write in saying they want one!

 What an amazing coincidence! exclaimed our designer (and sarcastic git), Mark Kendrick.

Uncle PD hasn't been since he went missing in Amsterdam. Maybe he was ashamed of his mistake — nah, he's never been ashamed of anything!

LASH 'N' BASH: THE GAME!

Dear Lash

Has anyone ever thought of making a computer game about you amd Bash? I'm sure it would be a hit, especially if all the end you could have Scorelord begging (at your very sexy 'kinky boots', pleading for mercy while Bash 'clubs' him from behind, talking his head off in one swipe. Anyway, before I get carried away. I have one question (to ask.)

 Why don't you show people how to program games in your maggazine? I would love to make some games but just don't know where to start. Thanks for listenings.

Thanks for listenings Stuart James, SSwansea, W Glamorgan

What a brilliant i idea, I'd love to go on the game. But do we rireally have to have Bash in it? He's such a cluumsy oaf — though if he leels like taking a swipe at that scummy Scorelord. I'm right behind him! (Watch it. missy! And you, MMr James! — Scorelord.)

1. As Bash said, wwe're planning a technical queries section, urindoubtedly including a few programming tips. And at the risk of repeating myself, t try reading Programming The Commodore 6.64, by Rae West.

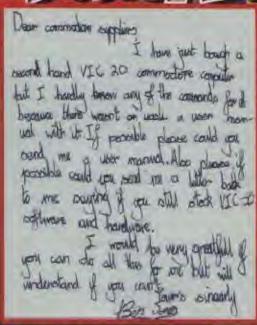
ON ANOTHER PLANET!

Dear Miss Whiplash 1

It's me again. Blip there alien! You know, that alien who won Letter Of Thine Month a wee while ago for reviewing the reviewevers. Well, I'm back, and have I got news for you? Uhih HUH!

I was zooming aroupund earth in my blue Astro jet looking for the latest it issue of ZZAP! when up on the screen hopped a pricture of ZZAP! No 86, and below it appeared a m message which read, 'press Return for one ZZAP!P!' So I pressed Return, thinking I was going to get my usual, brilliant, most lavourite mag in the w world, but how wrong I was! Thousands upon thougusands of ZZAP!s came whizzing through my ty teleport-tetterbox-type thing!





 What are you like? The Vic 20 was old hat in 1983! Looks like you've been had, mate. And what's all this 'Commodore suppliers' lark? We're a flippin' magazine, chum, and a C64-only one at that. However, by a strange turn

rubbed of fate, we received a letter from an Aussie chap running a my eyes and Commodore club that also covers the Vic 20. His address then the screen is somewhere on these pages.

of my onboard Bash never additional his onto my hand came a lump of stale Glaxian Curry drives. I just used my computed a significant of the screen additional his onto my hand came a lump of stale Glaxian Curry drives. I just used my computed a significant of the screen additional his onto my hand came a lump of stale Glaxian Curry drives. I just used my computed a significant of the screen additional his onto my hand came a lump of stale Glaxian Curry drives. I just used my computed and significant of the screen additional his order.

onto my hand came a lump of state Glaxian Curry (4 nights ago's dinner!). YUGKK! It had been covering up part of the message which should have read, 'Press Return for 10,000 ZZAPIs'. I was blubbergasted, so I hit the thruster and went home.

Some time later (on my own home soil, thank God!) I had a thought (I've had a lot of thoughts this letter!?) why not give all the ZZAP!s to the public of my planet? And that's what I did. Since then my people have taken Bash. Phil. Markie and of course you. Wiss Whiplash, to their hearts (to their asses in Markie's case!).

Now all the barber shops are called Bash the Barbers (I think they've taken him the wrong way!). All the bog rolls now have a picture of Mr Kendrick on them. There is a chain of shops called Whiplash Wunders which sell everything from whips to chains (nuff said!). Probably the most successful of all the ZZAP! crew is Phil. he is now a pin-up (!) and decorates the walls of bedrooms everywhere. Ah well, here's some questions:

 Is Street Fighter 2 going to be released for the G64?

How would you sum up Street Fighter on the C64?

3. Are there any plans for Creatures 3. Wrestletest or Hit The Ice?

Please can you return my Megatape 27 (it's been five months now).

Blip, c/a Scott Woodburn, Belfast, N Ireland

 Whiplash Wunders, eh? Hmm, that gives me an idea...

1. Yes, see this month's previews!

2. The least fun I've ever had smacking folks.

3. Not that we've heard of

4. It must have got lost in the galactic post!

TEST BAN

Dear ZZAP!

On the day of writing this letter I've just put a fiver deposit on the RoboCop 3 cartridge. But I don't know it it's any good, as I couldn't play it in the shop because they have no TV cable. So can you tell me if it's worth buying? They also have Battle Command, is that any good?

vers the Vic 20. His address computer to two years now, never took interest in additional hardware, eg disk drives. I just used my computer for games, no else. But what I'd like to know is: Are 5.25-inch disk drives slow? If so, how slow? And can yo buy a full range of software for the 3.5-inch disk

owned r

Noel Grace, Cavan, Ireland

PS. Can you get WWF Wrestlemania on carts

I LOVE YOU, CATHERINE

Dear Miss Whiplash

(think ZZAP) is a brilliant mag and Commod Format is crap.

Now on with the questions:

1. Is Bart Vs The Space Mutants coming out cartridge?

2. Is Lammings coming out on the Commodore?

 I have been looking for Chuck Rock since knew it was out. Please, can you tell me who can get it?

4. Steg should get 94%, not the 87% Phil an

Corky gave it. 5. Miss Whiplash, what's your first name?

Gary Bookes, Houghton Regis, Be PS. This the the sixth time I have written, so please print it.

PPS I fancy this girl in my class. She also reads ZZAPI. So can you put 'I love you, Catherine' so she can read it? Please!

 Aw, what a little romantic you are! I ho it works.

1. No, as Nintendo own sole cartridge rights.

2. Yes, eventually.

3. Try ringing Europress Direct (plug, plug) on 051 357 2961.

4. You're entitled to your opinion.
5. Ah, I only tell my close of companions.





have the tape and think it's brill, but the loading takes too long for me.

 RoboCop 3 and Battle Command are both great games, but if you ask me, the shop are giving you a pretty lame excuse. No TV cable indeed!

5.25-inch drives are okay as long as the disks use a decent fastload system - most do. Sadly there's hardly any software on 3.5-

WWF isn't available on cart - licenceholders Nintendo won't permit cartridges on any other formats but their own. That's also why Bart Simpson isn't on C64 cart.

Dear ZZAP!

I've got loads of questions to ask you:

1. One night I loaded up Predator and II gol to the title screen and said press fire to begin. So I did, but all it did was carry on loading it. I did this time and time again until I started headbutting the C64 out the window. What shall I do to play this game?

2. Is Prince Of Persia out on the C64?

3. Will there be plans for a C64 console to compete with the Nintendo and Sega 8-bit. I personally find Sega games too easy to complete

4. CF's ratings are very poor. How can they put down the Last Ninja as they did in Issue 20?

5. How tat is Phil?

6. Tell Corky to get some tips for games like Turrican, Barbarian 2, Baal and Dragon Ninja,

7. Why don't you lot at ZZAP! get a bit where the readers review their best and worst games?

8. Why is there a lack of cartridge games on the C64?

9. Could I send diagrams and ideas for games to top companies and be rewarded if the ideas are

10. Is the G64 version of Shadow Of The Beast any good? The Amiga version is brilliant.

IN THE POST

Here are my top 10 games at the moment.

1. Speedball 2

2. Last Ninja 2

3. Turrican

Dear Bash.

4. The Addams Family

instead; it took three days to come,

TASMANIAN DEVIL

Dear Whiplash Whispers

I suppose this letter won't get published, but I have to say ZZAP! is the best C64 mag in the galaxy. Now for some questions

1. Will System 3 be making a Last Ninja IV?

2. Novagen have released Mercenary II on other computers, will they ever release it on C64 or put it on cartridge?

3. Also any news on Novagen's Mercenary III: Universe?

4. Tell Manfred Trenz to make a Turrican III or I'll tell my friend Amold Schwarzenegger, who lives in the Pacific Palisades, to come around and give him a spanking.

5. Also will Jeff Minter make a comeback? Come on Jeff, how about Revenge IIP!

6. Will ZZAPI ever Interview System 3, because in my opinion they're the best C64 games company in the world, just look at Last Ninja 3!

Well, I'd better get back to my bench press. Oh, you're kinda cute Miss W, how about comin'

over to Aussie land and I'll give you a XXXX?! David 'Triphammer' Simmons, Tasmania, Australia

I don't think I'll bother coming over — you Aussies are full of XXXXI

Twish he'd ship

partom burging

1. Not in the near future, but maybe some day.

3. No, but it'll be 16-bit only.

4. It wouldn't frighten me.

5. Oh no, not more camels - they give me the humpl

6. We did one with 'em a while back. Lash

5. Double Dragon 3

6. First Samurai

Rubicon

8. Target Renegade

9. Bug Bomber

10. Maze Mania

Yes, these are my faves, though I haven't seen many C64 games as I've only had my computer since January, but ZZAP! Megatapes have me occupied. I've especially enjoyed Paradroid and Emlyn Hughes, although the latter didn't have

league or cup options which was sad as the games are over far too quick. I agree with your rating for this game, 90% is perfect, unlike CF who would probably give if 15% or something. I must go now, me eggs are boiling!!!

Lee Rimmer, Litherland, Liverpool PS. I desperately need the answer to question 9.

 1. Sounds dud to me, I'd get a replacement. 2. No.

3. You what? The C64's better than both those 8-bit consoles, and the games are a helluva lo cheaper. I'm fed up with this myth that consoles are automatically technically

superior to computers. It just isn't true. 4. They have the right to their own opinion, even if most of us disagree.

5. He's so fat, he can hardly get through the office double doors. It's got so bad besides the fact that at his current size increase rate, in 1994 the Earth will orbit around Phil's belly he's gone on another diet: no chips! He'll never keep it up!

6. I'll whip him into shape (whether it'll be

Many readers express their opinions on games on the letters pages - especially if

they disagree strongly with a review. I reckon it was the big retailers' fault — the wouldn't allow enough shelf space for C64

9. A bit of a tricky one, that. If you're not careful, some unscrupulous folks might nick all your ideas. Make sure you can back up your copyright first, by putting your designs i an envelope and asking your local bank to store it.

carts, and so not enough people bought 'em.

10. It's technically excellent, but I never liked the original Amiga game that much. Lash

vaguely human, I don't know).

So if anybody is finding it hard to get a copy, you should phone Thalamus to get a copy like me. By the way it is a BRILLIANT GAME! The phone number is (0494) 474713. David Garner, Dudley, West Midlands PS. Great mag and I have been getting ZZAPI 64 from Issue 1. So I must be getting on a bit.

 Fare thee well, you elder. The wise old warlock Grondilf tells me that mail-order companies have to rely on their oracles. As a magazine like ZZAP! takes considerable time to appear on the shelves after being written, the mail-order firms have to guess which games will have been released by then, and list them as 'available' in their adverts, Inevitably some releases are delayed, like Creatures 2.

I'm writing to you about my problems with a software mail-order company. It started when I ordered

nothing arrived. So I phoned them up and they said they were out of stock and it would take another

week to come. After waiting another week and nothing coming, I phoned them up to see what was

going on. They said they were still out of stock. So I changed my order, I got Super Space Invaders

After a couple of months, I ordered Creatures 2 on disk. They said again it would take a week. So I

I tried another mail-order company and they said it would take two weeks, because the main software

wholesaler was out of stock and were waiting for Thalamus to send some more. At this time I was really

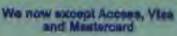
angry, so I decided to phone Thalamus. The woman on the other end was so helpful. She said that they

had loads of Creatures 2 on disk in stock. So I ordered one and received a copy within three days

waited and waited and waited, Then I phoned them up. They said that there was a waiting list for the game, and it could take up to a MONTH. The point was, I had already been waiting three weeks for it

Space Gun on disk. The company told me it would take a week to get to me. A week went by and

Bash





MANUAL MANUAL	inciaro.
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Part exchange

£3.99 cassette At last, thought PHIL 'GREASY QUIFF' KING, a Brylcrean computer game! Bu before he could slick back his strands, he was left ha cloud of smoke or the starting

CodeMasters

grid.

s if I havn't done enough racing this month., No! No! No! I'm not doing it for less that23 million dollars! What? That Brazilian chappill do it for free? Oh well, all right then.

Let's take a god look at this little motor's spec's. Hmm, loks pretty slick to me: multidirectionallyscrolling overhead view, Grand Prix seash over six international circuits, practicenode, qualifying laps, twoplayer racing... If how does it go?

The solo gamis incredibly compulsive. Climbing into yor Benetton car, wait for the red starting lights tourn green, push your pedal to the metal (or rater, finger to the fire button) and away you g

And very nippyour car is too, as you rotate it left/right to gelound the smooth-scrolling track. Go too fasround a corner and you drift wide - going op the grass slows you down; hit the tyre wall id your car spins off permanently. Thisn't too bad in qualification - you just start! the back of the grid - but in a race it means a automatic last place.

Doing well in races earns you Championship points, but you'd have a hard job winning anything in your Benetton. This is where the innovative challenge feature comes in. Before a race you can challenge any of the other five drivers. If you then beat that driver (whose car flashes continually) in the race, you swap cars with him.

Beating a higher-powered car takes some doing. Your opponent will have more speed on the straights, so time must be made up with efficient cornering. Excitement is added by the way you can usually bump your opponent on the starting grid, zoom way ahead, with him eventually using superior speed to catch you near the end of the race. You then need to do lots of defensive swerving and barging to stop him getting past.

Sometimes, drivers in worse cars will challenge you. As long as you don't crash, you should be all right — the main nuisance is that they prevent you from challenging anyone else.

Winning the World Championship certainly takes some doing, as our Nige knows, but if you do well one year you start the next with your current car. So even if you've no chance of winning this season, there's always something to keep playing for.

Driving duel

TOY! Im the only

Slick one level

The two-player game is a real bonus, based on the one in Codies' Micro Machines on the Nintendo. It's a straight two-car duel with the drivers trying to get far enough ahead to scroll the other car off the screen, Hot Rod style. This removes one of the loser's lights and adds it to the winner's. This driving 'tug of war' is great fun, a real yo-yo battle of wills and skills that can go on for ages

At first sight, Slicks looks old hat, but under the

bonnet lurks a demon of a motor. Yes, we've all

seen this style of game umpteen times before (as proved in my racing feature) but rarely has i been done quite so slickly (ho ho), with great trackside graphics (boats in the harbour at

Monaco etc) and neat presentation screens.

It's a shame there aren't more circuits to race on, and I reckon the multiload (for three tracks at a time) could have been avoided. Nevertheless, Slicks plays extremely well in both one- and two-player modes. Better value than a used Metro, guv (anyone wanna buy

mine?).

• There's little room for overtaking as the cars go round a tight bend, so it's bump-'n'-barge time.



■ ZZAP! 64 b.89 ■ October 1992



They live at number 3. Tree Street.
Chimpton with their Murn. Dad and Gran
Lold you! — Ed), and their latest bogus journey starts when murn asks them to go to the lorest and collect fruit for the pie she's making (oh frag, the mention of tood again). The instructions we received state that Mash is supposed to lob some really big mud ples down from the tree-tops, clearing the way for good of (guillible) Barrgers to grab the goodles. In practice, though, this is lar from accurate; only Barrgers ever appears on screen, his mud (pie) singiff mate being conspicuous only by his absence! Hmm.

come on Corky, we know you video it! -

ing of the swinge

ypically, Bangers has more than pie fillings o worry about Living in the forest is an evil of Which named Shrichnose, who hates myone disturbing her peace. She controls an my of despicable dreatures who like oithing better than annihilating annixying pes. The attacking creatures include edgehogs, orthing-eating plants, ghosts, keletons and Shrichnose herself on her agical proon. Our chimp pal ain effencialess though, he holds an unfinition upon of much pies in sling at unsickers.

the trulist add ying around the screens then sorell when you're going up of down, i merely that nonzomally), along with amonds — for banus points and to impliess







3.99 cassette ternative Software,

common ancestor. The proof my cup of PG Tips... represented by MARK 'TEA and apes descended from a PARTY' CASWELL. Now where's the pudding (as they say) is The boffins reckon that humans 9

bravely carry on with the Bangers And Mash review. in Gawd, even the title of this game's making me hungry, ignoring my rumbling turn (7.3 on the Richter Scale), I'll it's half past ten in the morning and I'm staving. But

children's TV show, so I suppose you'd call this a lisence him when he was born), are apparently the subject of a brother Mash (so named 'coz the midwife accidently sat on The heroes of the game are chimpanzees: Bangers and his

> controls and red ones kill our hero (although all mention of these was also missing from our instruction sheet!). ones give bonus points, blue flowers temporarily reverse but not all are helpful. White ones act like smart bombs, purple

the screen), and battle more of Snitchnose's troops. to move anto the next level (accessed via reaching the top of different types of fruit. When all the counters hit zero, it's time in the status panel there's a section with icons for the three I love the PG Tips ads on the TV, and have a soft spot for

colourful but blocky (is the main sprite a chimp or a deformed game's pretty horrid, the sprites are disappointed, Graphically the Bangers And Mash with high hopes. numari?) chimpanzees in general, so I loaded Sadly, though, I ended up

of people off, and I'm not really sure their ape-bashing task. This is very trustrating and will no doubt put a lot denizens are overly enthusiastic in simple enough, but the evil The collect-'em-up element is

> rest of us will saints, take a look at Bangers And Mash. The can climb! If you have the patience of several like dropping your C64 from the tallest tree you the hands of Snitchnose and crew, and you feel just have to

棉



furniture.

continue



scare the sheet out of you! Hit him with your · Woooo! Watch out for that ghost, he'll

mud pies and grab those tasty bananas. Collect all the fruit as you climb up the

platforms to the top of the tree.



especially to a chip lover like seems pretty pointless,

of motivation — collecting all that fruit the trustration, the main problem is lack Islands without the rainbows! Apart from bad; a sort of ultra-simplified Rainbow shame as otherwise the action's not that previously unseen baddie. It's a bit of a a problem when jumping up into the unknown — you often bump into a

furniture. Corkyl But seriously, this game is very frustrating. Miss a

I thought you always chewed

annoyingly long distance. There's also platform and you often fall down an

Alternative, £3.99 cassette only

E3.99 cassette only
Can Duckula II 'quack' it
as a budget game, or is it
out for the 'count'? Has
MARK 'RHESUS NEGATIVE'
CASWELL gone completely
'quackers'? Can we shut
him up long enough to
write the chuffing review?
Read on and find out...

ampires are a great laugh, aren't they? They're immortal, completely immoral and the owners of a set of choppers the big bad wolfd be proud of, But I can't understand why they bite beautiful young maidens on the neck — it's not what I'd do.

Ahem, but back to the review...
deep in the heart of Transylvania
stands a castle. It's not just any old
castle though, it's the home of Count
Duckula, last in a long line of
bloodthirsty vampires who for
centuries wreaked havoc in the local
villages.



Above: Jack must be outta his box if he thinks he can thwart the feathered fellow. Below: The Count soldiers on!



Fangs ain't what they used to be

The Count held the peasants in the grip of an iron glove, but as in all good B-movies he was staked to death by angry peasants. He can only be brought back to life once every hundred years, and one dark and thundery night saw the hundredth anniversary of his demise. But Igor, his manservant, used tomato ketchup instead of the of motion lotion when bringing him back to life. Count Duckula was



 Above: Duckula's castle rockets into space, avoiding meteors and satellites galore. Below: Caught in a tricky bit, the Count calls for his hero Terrific Terence – who zooms to the rescue! Count-down to disaster! Caught between a couple of, er, gonk-type thingies our hero's gonna have to do some quack thinking! Time to quack open the ketchup?







the TV! The platform bit's good too, but once you've firished it, that's it - no more game! Zeppelin pitched their game at the

younger end of the market and succeeded admirably in creating a simple yet playable game. With a couple more sub-games it would've been a steal, bul as it stands there's just not enough here

to justify splashing out on.

a limited number of times.

So grab that lightning conductor and zoom off home, a steaming glass of Nanny's potion is waiting for you. And you may just be able to get your own back on Herr Von Goosewing.

If someone tortures me horribly. I'll admit to watching the TV series a few times (on all right, it's one of my favourite cartoons), I suspect Duckula II's aimed at a younger audience than me (an old fan who's pushing three decades — Ed). The first section's easy to complete; after a couple of head-on collisions with the asteroids, I dodged them expertly.

ADDIKA his game is really.

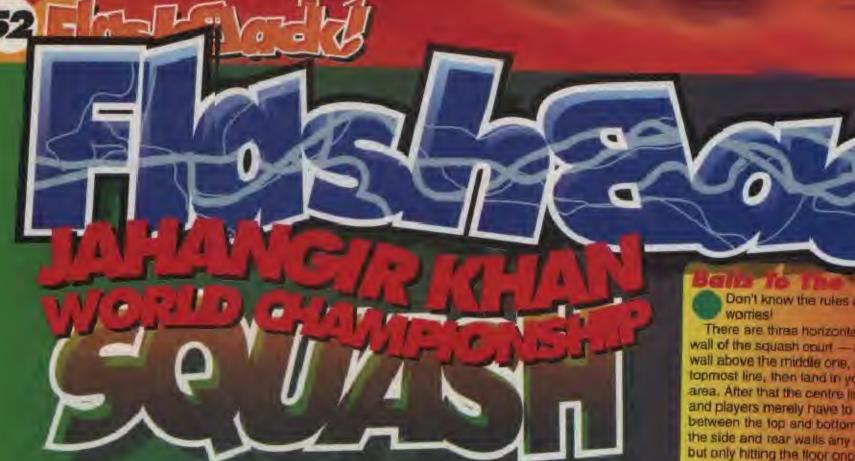
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表现主要的[10]

ZZAP! 64 No.89 October 1992







• Kixx, £3. cassette

IAN 'UNFIT TO LIVE' OSBORNE makes an awful racket as he knocks his ball against a well...

5 this man the greatest spoting superstar ever? World champion at 11 and yeteran of 500 matches over a six-year period

STEVE SMITH SYDNEY HARATS EATO FEMI TONY DEF DAVE SEVEN RIOBERT 6 TOP SPED BOT SPED: FITNES: TOUCH MARTIN 6 JUDGEMENT TROTTES WELS. **MCS** RORALD HOLM 2



undefeated, no-one, but NO-ONE has dominated a sport like Jahangir has squash (Corky comes top of the Essex and District Trainspotter's Sumo League every year, but as he's the only member it doesn't count). So will the game that bears his name live up to his illustrious reputation, or will it like his opponents, be left behind?

Despile being one of the oldest computer games ever, squash isn't very well covered on the C64. From the dawn of time there's Pong. a ndiculously simple bat-and-ball tenns sim that spawned tootball and squash variants. Jonah Bamngton's Squash hit the shelves in 1985, though it didn't exactly

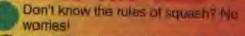
set the world alight; then carne Jahangir Khan,

Back in issue 76 Stu and Phil argued, 'However good a aquash sim is, it'll never be a killer game as the sport doesn't convent that well. They're right t suppose but I love Jahangir to

Squash

opponents
As comprehensive a sim as you could want, both world and club tournaments are on offer depending on which side of the tape you load. A tournament is divided into eight stages, each a son of mini-league in which four to six players compete everyone plays everyone else; then the top two players are promoted, the bottom two going down. If that fails to grab you, try the knockout cup challenga!

Each player has six individual stats, including stamina, speed, tactics and judgement — win a match and you can upgrade one of em. Any number of human bods can muck in, and if you're really sad you can watch two computer players compete. Several types of squash ball are offered, ranging from not-very-bouncy to verybouncy-indeed. The bouncier the ball, the more time you get to



There are three honzontal lines on the lar wall of the squash court — a serve musi hit the wall above the middle one, and below the topmost line, then land in your opponent's area. After that the centre line can be ignored and players merely have to bash the ball between the top and bottom lines, bouncing of the side and rear walls any number of times but only hitting the floor once

Win a raily and you win a point or the sarve only the server can score. First player to score nine points wins the game, but if the score reaches eight-all the receiver has the option of playing to len points instead



Needless to say all the options in the world wouldn't make up for poor gameplay, but no worries - Jahangir plays like a dream! Like all good racquet-sims the controls take a little getting used to at first, but once mastered they're simplicity itself - long rallies and intricate rebound shots soon become the norm. Players don't move very fast, but an accurate player-to-ball speed is mainlained.

The most impressive thing about the game screen is the groovy animation - it really is superb! The players spin racquels at the beginning to decide who serves first, and even shake hands before starting. If they 'collide' they just pass through each other. which is a good thing. Emulating squash's complex obstruction laws would've made the game unplayable.

For all its outstanding qualities, Jahangir Khan World Championship Squash is still limited by the restrictions of it's host sport just how good can a squash sim be? A blinding game in its own right, it certainly worked for me, but won't appeal to everyone. Well worth the risk at four quid though!





E The Hit Squad.

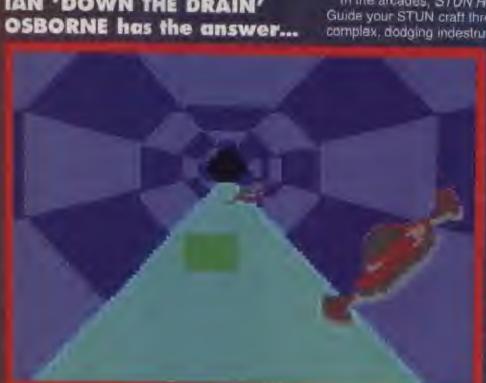
Ever driven a red gobstopper through a maze of drone-infested tunnels? Do you want to? IAN 'DOWN THE DRAIN' OSBORNE has the answer... h whoopie-flip, it's this pile of tosh again! Why haven't they got the message yet?

As a full-priced outing it was in the bargain bins weeks after hitting the shelves, in the exceptionally weak TNT 2 compilation it was still the traditional turkey, and now Ocean have bought it for their Hit Squad label! How bad does a game have to be before it disappears up its own backside in a pulf of pixels?

In the arcades, STUN Flunner was a fair game, Guide your STUN craft through a 24-level tunnel complex, dodging indestructible drones, blasting

various baddies, and swerving frantically to avoid bomb-dropping flyers. Colliding with enemy vehicles doesn't harm your craft, but does slow you down.

Like a bobsleigh pilot you can ride the walls of the tunnels, sitting high on the turns to achieve maximum speed, hitting a turbo-boost pad increasing your speed to an amazing 900-odd mph. Ride over shockwave pads to collect a smart bomb, which can be activated whenever you please.





The need for speed

Although its 24 levels were far too samey to make it a classic, the coin-op's blinding feeling of speemade it good for a few plays, especially the sil-o hydraulic version. Not so the C64 game — all the arcade elements are there, but it's so blimmin boring! Robbed of the coin-op's mega-speed, design weaknesses are cruefly exposed, leaving gameplay that's thinner than Markie Kendrick's hair.

Acceleration is automatic, reducing the game is a simple left-right-fire outing. Your front-mounted blaster can be targeted on airborne or ground-hogging vehicles, but apart from this, aiming is a simple matter of making sure you're in line with the baddle before hitting fire. There's no choice or routes, no on-screen opponents to race, no terra hazards, no nothing really — just reach the end of the track within a certain time, then start all over again.

The graphics are awful — your high-powered super-duper racing craft looks like a curling stone with water wings, doing battle with assorted supermarket trolleys. Zimmer frames and a brick The backgrounds look more like the backgrounds look from a futuristic tunnel, and give no feeling of speed at all — if it wasn't for your speedo you'd be hard-pressed to tell whether or not you're turbo-boosting. The sound's a joke loo — ever sat in the middle of a lawn-mower factory while they were testing a new batch? Well it's just like that. And to cap it all, when the sprites come together there's a horrendous amount of character clash!

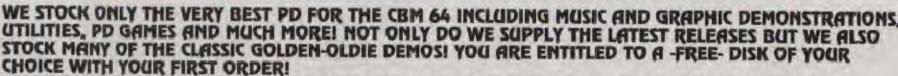
At the end of the day STUN Runner is a piddlepoor conversion of an impossible-to-convent coinop — five minutes after loading, you'll have seen everything the game has to offer, and that's virtually sod all. A disaster on the C64, a bore on the Amiga, our only consolation is that the chronic Speccy version makes it look almost good!



ZZAP! 64 No.89 October 1992

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The Nil Spurged part from being a

The Hit Squad, £3.99 cassette

'Albatross', 'Eagle',
'Birdie', 'Par' and
'Bogey', the golfing
terminology's certainly
confusing to Joe Public.
But never fear 'cox MARK
'SLAZENGER' CASWELL's
here to attempt an
explanation of the finer
points of a game where
the 19th hole's the most
important.

part from being a legendary golfer and having a VERY silly nickname (The Golden Bear). Jack Nicklaus is also a dab hand at designing golf courses. To prove this, 18 of his favourite holes have been bolted together to make a very playable golfing game. Up to four humans can participate, with an additional computer opponent ready to whun your ass if required.

A massive range of options includes two difficulty levels, stroke or matchplay, practice mode, driving range and practice green. There are two courses to

choose from: Castle Pines and Desert Mountain.

Make your choices and it's onto the first hole.

After a map view of the hole and a helpful hint from Jack, your golfer's shown at the tee. To the left is the power bar with various into below (number of hole, distance left to go, par etc). You can also adjust your aim and the type of the club used. It only remains to select a club, whizz the power bar into the red and whop the ball into orbit (mind that satellite, matey).





Hole lotta fun

It strikes me the old ZZAPI team were a bunch of moaning minnies; in my opinion Jack Nicklaus is worth a lot

more than the 55% they awarded it in Issue 51. In their defence though, there were a lot of golfing games around at the time, not to mention the almost legendary *Leader Board*. Nowadays there aren't many new ball-whacking games about, so the field's open.

Anyway, Jack Nicklaus is just my cup of tee (tee hee!). Graphically the game's slightly blocky, but that's not too much of a pain in the posterior. What is pretty bad is the update time between screens, and the almost deatening silence. I thought I'd gone 'mutton Jeff' when I first started playing.

However, what really matters is playability, and that's where Jack Nicklaus scores high (or in golfing terms, should that be low?!). If you're tired of Leader Board, this is a good buy on budget. If you haven't got Leaderboard, it's an excellent purchase. And all for FOUR! quid...



The Hit Squad, 'Badlands', Cars are armed and £3.99 cassette armoured and losers don't walk away (they're often stretchered Debris is piled high in off). There are eight singlescreen, plan-view tracks and one every direction, and or two players can participate. Each race is hotly contested by rotting mounds of putrid three cars (at least one gunge litter the floor: computer-controlled), with four MARK 'TOXIC AVENGER' laps of the track needed to complete the current section. CASWELL's bedroom is a The first couple of tracks are sight indeed, so we pretty straightforward, but they soon become very tortuous (slam thought he'd feel right at on those anchors, buster). Added home reviewing this post to the twisty route are other nasty surprises such as oil and water apocalyptic romp... patches, death-defying jumps and spikes.

uper Sprint-style games have been around since the inception of the Commodore 64, and Issue 68 saw the arrival in the ZZAP! pit-stop of another one. Based on the Tengen coin-op of yesteryear, Badlands takes the player to a Mad Max-style post apocalyptic world. A vast nuclear war has devastated the planet we know,

and created a radioactive hell (le the ZZAPI office after Phil opens his lunch box).

But motor racing is still a popular pastime with the remnants of humanity. Violent contests are held in a zone called the

Spanner in the works

Also to be found scattered around are golden spanners — used to purchase missiles, tyres, turbos, speed and shields. The missiles are especially handy: they blow the trag out of other

cars, so are best used when you're lagging behind.

When Badlands was first reviewed, the ZZAP! team of the day were less than impressed: 41% is, in my opinion, too low a mark. I get the feeling These little beauties protect you for anything the opposition chucks your way.

anything or Wozza like Super Sprint-style games (not true! — Phil), and this jaundiced their review.

I personally love racing games and found Badlands very playable. As with many games of this type, the car's initially frustrating to control. And this is what puts a lot of people off the genre but a bit of patience pays great dividends. On the graphics front, Badlands is slightly on

On the graphics front, Badlands is slightly on the blocky side, but this is nothing to really gripe about. You either love or hate this game type, an I love it.



Obstacles (of) Course

spots, they can be very annoying if you're in the

without the centre section; keep your speed up and you'll get over 'em.

The spins your Est around and its estent

pain in the posterior

— Slows down the player a car, this is oud

ws if you've streaked ahead of the opposition.

There pop up in the most awkward

These are like motorway llyovers



IAN OSBORNE do

cartwheels?

Forelcal Hight

On linding the big ero-object bar steward, our here turns into a robot — horized Strongth depends on how many energy nods you collected on route, and believe me you'll need all the strength you can get You can no longer jump and sluggish movement makes factical butchery impossible — you just stand toe-to-toe and exchange blows, and the first one to fall over loses!

Beat-em-ups should be about finding a weakness in your opponent's armour, seeking out the best place from which to faunch an attack, landing your blows and scarpening before he can deliver his, etc. Next to the

likes of Target Renegade, Strider 2 is just a button-bashing exercise.

The graphics are awlul, virtually all the sprites drawn entirely in blue. The imaginative mix of Japanese, Islamic and European backdrops are gone, leaving a very average world that lacks bite and atmosphere. The main

sprite animates well when leaping, but how he wields his sword without moving his hands is beyond me

Sound is interesting enough, but the background muzak's been ripped straight from the original — couldn't they afford a new one?

Worst of all, to get the game to run at a reasonable speed the action is limited to the upper half of the screen, the rest being taken up by the control panel! This not only means that you're only getting half a game for your dosh, but it also makes it embarrassingly difficult — with such a small playing area you have very little time to react to anything, even the boring baddies offered here. And when you die you're unceremoniously deposited right at the beginning of the level! Strider 2 is a missed opportunity.

igh — superheroes
never get any
peace, do they? As
soon as he's linished off
the evil Red Lord, the
powers-that-be send
Strider on another difficult
and dangerous mission —
he didn't even get time to
wash his tights!

Strider 2 has our cartwheeling buddy

rescuing a world leader, kidnapped by a bunch of aliens. Exactly who this leader is hasn't been stated, but ZZAPI 64 can exclusively reveal that it's not Dan Quayle — if it were, the authorities would pay to get rid of him!

000006

103761

Standing between Strider and the pathetic politician are five baddie-filled levels: a space ship, two towers, underground caverns, a generating station, and finally the alien's base. Armed with a plasma sword and a two-bit peashooter, he's going to have to wield em effectively as there are no power-ups to improve 'em. To compensate for his feeble fire-power, Strider is endowed with incredible gymnastic abilities, enabling him to perform huge mid-air cartwheels, climb walls, and generally out-Olga-Korbutt Olga Korbutt!

Although gameplay leans heavily on its illustrious coin-op predecessor, Strider 2 is not the

game it should've been. It has a very linear, twodimensional feel to it - walk along, slash a baddie, walk a bit further, hack another, etc. The nail-biting tension of the first Strider outing has gone, leaving a megamonotonous plodalong in its wake. The aliens limp across the screen in the most predictable waves I've seen in ages, though perhaps 'waves' is the wrong word-'orderly queues' would be nearer the mark.





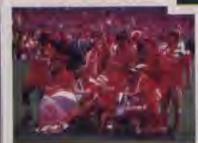
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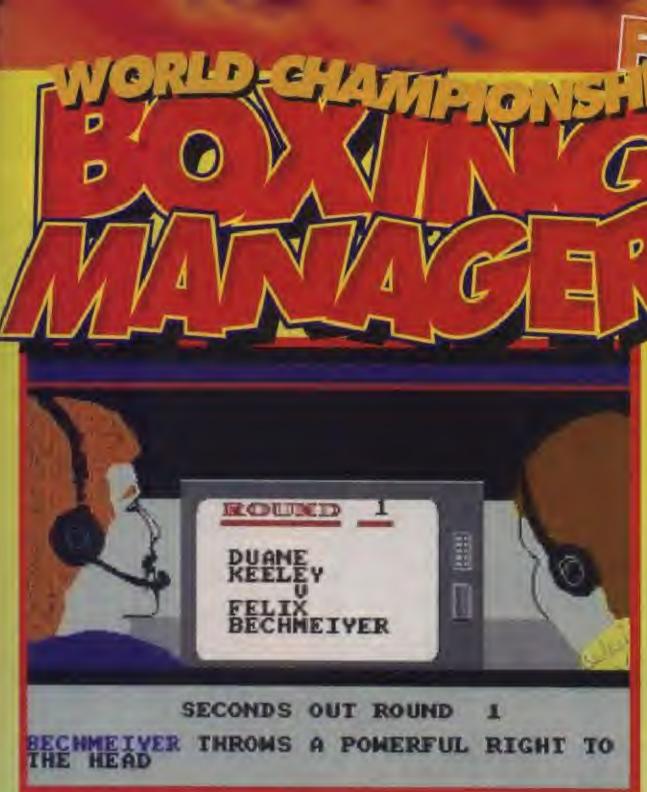


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Okay, let's get the old clichés out of the way, 'know what I mean 'Arry', 'I could've been a contender', and not forgetting the classic Sly Stallone quote, 'huun waan Rocky nuuh'. MARK 'BRAIN-DEAD' CASWELL throws in the towel (and the

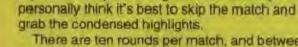
his game isn't strictly about the noble pugilistic sport of bashing another human's face to a bloody pulp. The player takes up the role of a boxing manager, controlling up to five lighters. As in all management

sponge, and the

games the player has decisions to make. In World Championship Boxing Manager you have three locations in which to make them: the Gym, Physic and the Office where the game begins.

A movable cursor highlights the available options. A filing cabinet holds various info on your boxers, a phone puts you in contact with other promoters and a calendar allows you to whizz through the days to the next fight.

Exiting the office door shows you the two other portals. Training's very important so you should send your boys to the Gym as soon as possible. This prepares the boxers for a fight — arranged on the 'dog and bone' with other managers. A trip



you're invited to the ringside.

Seconds out

There are ten rounds per match, and between each you can decide which lighting style to use and tend to any wounds your guy has acquired. If a KO isn't achieved within the ten rounds, a judges' decision is sought. And so it goes on until your fighter becomes world champion, and beats the likes of Frank Bruno, Sugar Ray Leonard and Phil 'floats like a steam roller' King.

to the Physio makes sure your boys are fighting fit. Fight night is always a Saturday

and, whether your guys are fighting or not,

If you decide to watch a match, prepare to catch a

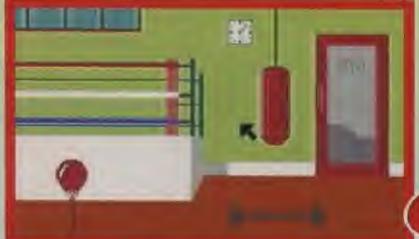
few ZZZs. This is because the action is represented by a running text commentary. I

World Championship Boxing Manager isn't really my cup of proverbial tea. I don't mind some managerial type games but in this one there isn't a great deal to do. Training consists of choosing the amount of days to spend in the Gym, and in the Physio room you can only see the stats on the boxer's health. Not exactly action-packed!

The biggest excitement of the game is the actual boxing match — if you enjoy watching reams of text scroll up the page, that is. Train spotters will probably be the only people who'll buy this game; the rest of us will find watching an episode of Eldorado more rewarding.







that about packing uppressies.

■ ZZAP! 64 No.89 ■ October 1992

AT LAST! 100% AMIGA ACTION FROM THE MAKERS OF ZZAP! 04! MAPS... CHEATS... TIPS... HINTS... COMPLETE SOLUTIONS... AND BOBBY MC

titlel: PB o

ALLEYKAT (Megatape 26) 2,158,100 Richard Conroy, Hoscrea, Co Tipperary,

1.781,200 Wim Vahl, Kampen, Holland

1,700,100 Gaz 'Saxy Boy Huteninson, Wragby, Lines ARNIE (Zeppellin) 13,000 Joanne Clark, Lincoln

32,760 Gaz Sexy Boy Hulchinson, Wragby, Lincs 24,200 Patrick Walsh, Formby, Merseyside BOMISUZAL (Wegatapa 15) 3,845,670 (Completed) Joy Cooper, Lisnagry, Co

Limerick, Ireland

3,679 460 Patrick Walsh, Formby, Merseyside

3,455,830 (Completed) Pain McLaran, Anonyville CJ'S ELEPHANT ANITICS (CodeMusters) 257,930 (Completed) Graham Keeling, Bournemouth

257,434 Wim Vanl, Kampen Holland 232,886 Matthew Withers, Grewe, Cheshire CREATURES (The Lambs) 33,760 (Completed) Aranda Fuzzy Morrison, Northolitis,

Western Australia 25,790 Gaz 'Sexy Boy' Hutchnson, Wraghy Lincs 22,434 (Completed) Graham Keeling, Bournemouth,



Patrick Walsh has sent in his mug shot and a whopping score of \$23, 421, 000 for Super Off Road Racer. Pitty that the wig has slipped though, you amoeba like creature!

CREATURES 2

61.140 (Completed) AN Other, Anonyville

39,920 (Completed) Aranda Fuzzy Marrison. Northcliffe.

Western Australia 36,925

(Completed) Matthew Mole Allen, West Ewell,

Surrey FUMBO'S QUEST (ICEX)

350.200 (Completed) Flaza the Baz Kaz' Arshad, Shanah UAE

317.130 (Completed) Ant Khan, New Malden, Surrey 278,045 (Completed) Sleven Garcher, Sloke Coventry

GRIDBLY'S DAY OUT (Messatope 25) 9,000 Andy Toilet Head Manx, Louth, Lincs 7,325 Graham Keeling, Boumamouth, Dorset 4,325 Patrick Walsh, Formby, Merseyside

HUDSON HAWK (Occur) 58,215 AN Other, Anonyville

47,375 Chris Hutchinsonm Horncastle, Lines 41.375 Danny G, Dalton In Furness, Cumbria

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronks)

\$23,421,000 Patrick Walsh, Formby, Merseysida \$20,380,030 Brian Gabriel, Blarney, Co Cork, Eiro \$19,760,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lines

7,960,846 (Wave 90) Gaz 'Saxy Boy' Hutchinson, Wranby,

7,957,321 (Wave 91) Andy Tollet Head Manx, Louth Lincs 7.842,846 Joanne Clark, Lincoln

MICHIGHT RESISTANCE (The Hit Squa 12,150,500 (Completed) Joanne Clark, Lincoln

11,150,500 (Completed) Matthew Dainty, Shrewsbury Shimps 1 650,010 (Completed) Stuart Taylor, Tettenhall.

Wolverhampton

4,615,600 Joanno Clark, Lincoln

3,615,600 Nicola Orbell, Hadingham, Essex

3.615,600 Nicola Orbett, Hedingham, Essex

NARC (Che IIII Squed)
2.003,150 (Completed) John Wilson, Camberley, Surrey
2.001,750 (Completed) Palrick Walsh, Formby, Merseyside
2.001,156 Gaz, Sexy Boy, Hulchinson, Wragby, Linis
NAVY & Land (Completed) Arxiv, Tollet Head, Marx, Louth, Lincs
239,240 (Completed) Patrick Walsh, Formby, Merseyside
239,240 John Whyte, Kilsyth, Glasgow

830,473 Aland Healy, North Strand, freland 700,000 Gaz 'Sexy Bry' Hurchimon, Wondey, Linca 633,345 Paul Cardno Formby, Morseyside

295,650 (Compicted) Matthew Mote Allen, West Ewoll,

235 300 (Completed) Baze the Bez Kaz' Arshad, Shanari,

111,570 Michael Gamelt, Haffield, Herts

6,100,000 (Completed) Gaz Sexy Boy Hurchinson. Wiagby, Lines 5,998,000 (Completed) Ronal Bhan, Lower Hutt.

Little Pauly Wainwright has hit not only a corker on Rainbow Islands with a killer 4, 289, 880 but has also got a little cracker of his own! Give her a kiss Pauly! Go on! Unless it's yer sis, o'course!

Wellington, New Zealand

5,455,100 (Level 8-8) CC Barolay, Edinburgh

RAINDOW (Megatape 24) 32,350 Patrick Walsh, Formby, Merseyside 10,715 Graham Keeling, Bournemouth, Dorset 10.025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

ROBOCOF 2 (Ocean)

14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wellington, New Zealand 14,356,700 (Completed) Gaz 'Sexy Boy'

Hutchinson, Wragby, Lines 11,001,100 (Completed) Matthew Dainty.

Shrewsbury, Shrops
FOBGCOP 3 (Osean)
2.000.000 Daniel 'Arnie' Greensmith Ellon. Aberdeenshire

1,500,000 Joanne Clark, Lincoln

ROD-LAND (Storm 471 100 (Completed) Ronal Bhan, Wellington,

New Zealand 389,150 (Completed) Matthew 'Mote' Allen,

West Ewell, Surrey 309,350 Graham Keeling, Boumemouth Dorset

SMASH T.V. (Ocean) 14.361,950 (Completed) Patrick Walsh, Formby, Merseveide

12,247,490 (Completed) Paul Cardino, Formby

Merseyside

10,836,620 James Hoyle, Lancaster 5UB SONIC (Magailane 30) 27,230 AN Other, Anonyville

SUPER SPACE INVADERS (Comunt) 27,311,111 (Completed) Joanne Clark, Lincoln

3,210,930 (Completed x 31) Matthew Mole Allen, West Ewell, Suney

1,297.760 (Completed) Wayne Perkins, Colchester,

TERMINATOR 2 (Ocean)

184,550 Graham Keeling, Bournemouth, Dorset 110,800 (Completed) Liam Ryan Co Tipperary, Ireland 100,150 John (Jojo) Cunningham Lever), Fife TURBO CHARCE (Symeom 3) 15,670 Yez

Hulchinsonn Homeastle, Lines

15,010 (Completed) Gaz Sexy Boy Hutchinson, Wragby, Lines 15,250 (Completed)

Graham Keeling, Bournemouth, Dorset USJOHUL (Magacine 27) 280,100 Painck Walsh Formby, Merseyside 267,500 Gaz, Sexy Boy

Hutchinson, Wragby Lines 267,450 Joanne

Clark Lincoln
EVBEX (Megatiops 15) 303,000

(Completed) Joanne Clark Lincoln 391 000 Scott

Leach, Sutton Perk, Holl

276,000 (Completed) Andy Tollet Head Mans Louth Lincs

To add a little levity, here's a sad individual who reckons he got a high score on Zybex: Simon Aspinall only managed a measly 57, 240 on the game, and has the gall to wear a Corky face mask! Sick humanoid!



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sub-standard adventure? Don't know? Well I'll tell you — a very painful death, so don't do it!

sonic effects. the text adventure would be a novel - no pictures or sound, but lots of atmosphere and plot. Sure, they look the same at a glance — bu so do noveis.

(So do peoples heads when I cut em off, too! Bash!) And only an illiterate prat would say there's no difference between Stephen King and Charles Dickens! Like a book, the



£2.50 cassette & disk

new wizard stalks the plains, calling forth mighty and ferocious demons that refuse to yield to all but the bravest of adventurers! His name is William Quinn (well, they can't all have names like Zargon Dragonslayer), and he's a man with mission. Having already crafted the mighty LA Adventure (ZZAPI Megatape, Issues 87 88) he's back with the equally evil Nightmare a fun-packed outing that plays like a dream! (Someone rust his axe - Ed.)

You're roused from your slumber by a distant clap of thunder. Blinking yourself awake, you rub your eyes and peer round your room... something's wrong, It's TIDY! Either you're losing your marbles, or that cheese samle you ale while watching The Late Show on Beeb 2 is giving you nightmares: (If you're unsure which, note the subtle clue in the fitte of the game). Either way you won't rest peacefully (or indeed at all) until you find the missing garbage and



on high-budget visuals to hide weak gameplay and, like films, their arcade counterparts very often do. Not all adventures are good, of course — some read like a BR timetable and play like crossword puzzles without the clues! Keep reading Bash Yer Brains, though, and you won't go far wrong — we always endeavour bring you the very best in C64 adventures!

Take a hint

One fine upstanding and intrepid reader Chris. Boyd sent some tips for older C64 games, I won't let tips dominate the adventure pages (there are too many new dungeons of disaster that need exploring!), but I will print a few every now and then. Let battle commence, Chris...

Zork 1 — To speed up the game, kill the

The Fourth Protecol — 'Svetofor' is Russian for traffic light.

Robel Planet — Melt the glass with the laser to get a bone.

Imagination — Pinch arm to return to reality.

Robo City — Squeeze the duck to get a cartridge (oc-erl — Ed).

Subsunk — Spread the butter on the tubes (oo-ooh-er! — Ed).

Frankenstein — Cut the stone wolf's throat.

Fish — Find a dry route to crack a cracking problem.

Jinxfer — Burn bread to keep your charm.

There'll be more tips next month, but if you're really stuck write to me at the usual address and I'll see if I can aid you in your quest. Hell, I've slain more Orcs, located more amulets and disarmed more traps than any other adventurer alive or dead (but that doesn't include the undead like Corky!). I'm not guaranteeing anything, mind...



return your room to its former postapocalyptic state.

As you've probably gathered, this isn't an adventure for people who take themselves too seriously. Fans of Clive Wilson's ZZZZ will find the brilliant atmosphere immediately to their liking, but the problems don't suffer from the same degree of obscurity. Instead, the author's created a brilliant dream world which is just close enough to reality to make sense of, yet far anough removed for you to totally immerse yourself in. The title is misleading - this game's not a horror story, more like a fairy tale. You'll see bushes that grow as soon as you water them, a wall of death that flings the hapless rider into the sea, right next to a parity submerged bus (remember 'Holiday On The Buses'?), and as for that desert tower

The game is huge for a one-parter, and is packed full of things to do. No location is wasted, but its significance might not be immediately apparent. There's some backtracking involved, but it's not too much of a chore — you feel glad you've worked out what that thingummy was for, rather than imitated at having to move about so much.

The offbeat puzzles are some of the most imaginative t've seen in a long time, and the sense of humour is beyond reproach (eg. if you try to FLUSH TOILET, you're told 'The handle is covered in shi... [long pause] ... is covered in something. I wouldn't touch it').

And the negative points? The program is a little rough around the edges; for example there's a rather unpleasant spider in the bog: to retrieve the object he's sitting on you need to kill him, then MOVE his corpss — If you try to GET it instead, he comes back to life and kills you! There's a few spelling and punctuation errors in there too, and a proper score system would've come in handy.

Nightmare is a fun adventure, and is much improved from the pre-release version I saw a month or two back. A little more playlesting would've been a real boon, but even as it stands it's a great game.

STATE O'CO

Gulld,
760 Tyburn
760

F UR F U HT!

I undivide month goes by without The Guilli untenshing further loss on an unsuspecting adventuration! This municipality are four new toles. In mine then sound to take the touchest of here's.

Jkathamia 6 — £3

Cream (unding on an older altune) isn't me bast way to each a holiday, especially when there's no way nome. So how will you get back? That's for you to find out.

Corys, The Warrior

There was a tale, or a legend, at a man, of — Croya The Warner Saget So begins Tony Gollins's talest three-pan epic, a rate of swords and screen, of dragons and dengan of — Well I'm sure you get the idea. Find and foll a rague dragon that's tarronning a village, but make sore it closen's kill you lirs!!

The Forgotten Fast — £2.50

viping the sand from your syes, you rub your brused head and scan your surroundings. You don't know how long you were unconscious or how you ended up on the heach — in fact, you can't even remember who you are! A swashbuckler in the Errol Flynn mould, you'll need all your wits about you if you're to rebuild your shattered life.

The Fabled Treasure Of Koeser - £2.50

In this modern-day treasure hunt you compete for more than just an end-screen — The Guild are running a competition with It. And that's not all — there's a free game (Birthday Surprise) or side two! Unbelievable!

All four games are available from The Guild, on both cassette and disk. At last, a company that doesn't inflate prices for disk users!



